WIKIPEDIA
The Free Encyclopedia

The Legend of Zelda

The Legend of Zelda[a] is a video game series created by the Japanese game designers Shigeru Miyamoto and Takashi Tezuka. It is primarily developed and published by Nintendo; some portable installments and re-releases have been outsourced to Flagship, Vanpool, Grezzo, and Tantalus Media.

The series centers on the various incarnations of Link, a courageous young man of the elf-like Hylian race, and Princess Zelda, a princess within the bloodline of the goddess Hylia, as they fight to save the land of Hyrule from Ganon, an evil warlord turned demon king, who is the principal antagonist of the series. Ganon wishes to use the Triforce, a sacred relic left behind by the three goddesses that created Hyrule, to remake the world in his own dark image. When gathered together, the power of the Triforce can grant any wish its user desires, but if someone with a heart that does not possess a balance of the three virtues of Power, Courage, and Wisdom attempts to touch the Triforce, it will split into three triangles and bond with three people whose hearts embody the required virtue.

Although their personalities and backstory differ from game to game, the incarnations of Link and Zelda often have many traits in common, such as Link often being left-handed and clad in green, and Zelda being associated with wisdom, light, and prophecy. While the conflict with Ganon serves as a backbone for the series, some games have featured other settings and antagonists, with Link traveling or being sent to these other lands in their time of need.

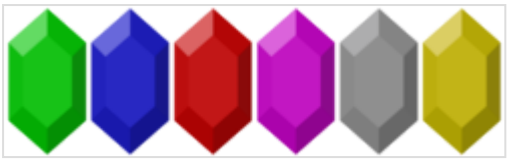
Since *The Legend of Zelda* was released in 1986, the series has expanded to include 21 entries on all of Nintendo's major game consoles, as well as a number of spin-offs. An American animated TV series based on the games aired in 1989 and manga adaptations commissioned by Nintendo have been produced in

The Legend of Zelda

Genre(s)	Action-adventure
Developer(s)	Nintendo EAD (1986–2013) Capcom (2002–2004) Flagship (2002–2004) Grezzo (2011–present) Nintendo EPD (2015–present)
Publisher(s)	Nintendo
Creator(s)	Shigeru Miyamoto Takashi Tezuka
Producer(s)	Eiji Aonuma
Artist(s)	Takaya Imamura
Writer(s)	Kensuke Tanabe
Composer(s)	Koji Kondo
Platform(s)	Nintendo Entertainment System · Game & Watch · Super Nintendo Entertainment System · Game Boy · Nintendo 64 · Game Boy Color · Game Boy Advance · GameCube · Wii · Nintendo DS · Nintendo 3DS · Wii U · Nintendo Switch
First release	*The Legend of Zelda* February 21, 1986
Latest release	*The Legend of Zelda: Echoes of Wisdom* September 26, 2024
Spin-offs	List of spin-offs

Japan since 1997. *The Legend of Zelda* is one of Nintendo's most successful franchises; several of its entries are considered among the greatest video games of all time.

Gameplay



Rupees, the fictional currency in the series

Gameplay of *The Legend of Zelda* games feature a mix of puzzles, action-adventure, and exploration. These elements have remained constant throughout the series, with refinements and additions featured in each new game. Later games in the series include stealth gameplay, where the player must avoid enemies while proceeding through a level, as well as racing elements. Although the games can be beaten with a minimal amount of exploration and side quests, the player is frequently rewarded with helpful items or increased abilities for solving puzzles or exploring hidden areas. Some items are consistent and appear many times throughout the series (such as bombs and bomb flowers, which can be used both as weapons and to open blocked or hidden doorways; boomerangs, which can kill or paralyze enemies; keys for locked doors; magic swords, shields, and bows and arrows), while others are unique to a single game. Though the games contain role-playing elements (*Zelda II: The Adventure of Link* is the only one to include an experience system), they emphasize straightforward hack-and-slash-style combat over the strategic, turn-based or active time combat of series like *Final Fantasy*. The game's role-playing elements, however, have led to much debate over whether or not the *Zelda* games should be classified as action role-playing games, a genre on which the series has had a strong influence.[1] Miyamoto himself disagreed with the role-playing label, and classified *Zelda* as "a real-time adventure game"; he said that he was "not interested in systems where everything in the game is decided by stats and numbers" but wanted "to preserve as much of that "live" feeling as possible", and felt that action games are better suited to convey to players.[2]

Every game in the main *Zelda* series has consisted of three principal areas: an overworld which connects all other areas, in which movement is multidirectional, allowing the player some degree of freedom of action; areas of interaction with other characters (merely caves or hidden rooms in the first game, but expanding to entire towns and cities in subsequent games) in which the player gains special items or advice, can purchase equipment or complete side quests; and dungeons, areas of labyrinthine layout, usually underground, comprising a wide range of difficult enemies, bosses, and items. Each dungeon usually has one major item inside, which can be essential for solving many of the puzzles within that dungeon and often plays a crucial role in defeating that dungeon's boss, as well as progressing through the game. In nearly every *Zelda* game, navigating a dungeon is aided by locating a map, which reveals its layout, and a magic compass, which reveals the location of significant and smaller items such as keys and

The Legend of Zelda often includes nonlinear gameplay and varying environments in an explorable world, similar to this illustration.

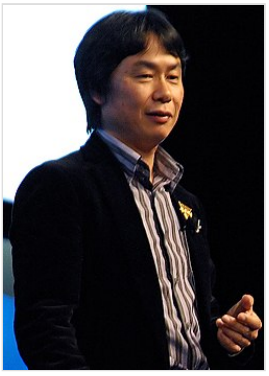
equipment. In later games, the dungeon includes a special "big key" that will unlock the door to battle the dungeon's boss enemy and open the item chest.

In most *Zelda* games, the player's HP or life meter is represented by a line of hearts, each heart typically representing two hit points. At the start of the game the player only has three hearts; players can increase their max hearts by finding heart-shaped crystals called "Heart Containers". Full heart containers are usually received at the end of dungeons and dropped by dungeon bosses. Smaller "Pieces of Heart" are awarded for completing side quests or found hidden around the game world in various places, and require a certain number (usually four) to form a full heart container. Health can be replenished by picking up hearts left by defeated enemies or destroyed objects, consuming items such as potions or food, or going to a Great Fairy Fountain to have the Great Fairy heal Link completely. Occasionally the player will find fairies hidden in specific locations; these fairies can either heal Link immediately or be kept in empty bottles, and will revive the player the next time they die.

The games pioneered a number of features that were to become industry standards. The original *Legend of Zelda* was the first console game with a save function that enabled players to stop playing and then resume later. *The Legend of Zelda: Ocarina of Time* introduced a targeting system that let the player lock the camera on to enemy or friendly non-player characters which simplified 3D combat.

Inspiration

The Legend of Zelda was principally inspired by Shigeru Miyamoto's "explorations" as a young boy in the hillsides, forests, and caves surrounding his childhood home in Sonobe, Japan where he ventured into forests with secluded lakes, caves, and rural villages. According to Miyamoto, one of his most memorable experiences was the discovery of a cave entrance in the middle of the woods.[3] After some hesitation, he apprehensively entered the cave, and explored its depths with the aid of a lantern. Miyamoto has referred to the creation of the *Zelda* games as an attempt to bring to life a "miniature garden" for players to play with in each game of the series.[4]



Shigeru Miyamoto, series creator, was inspired by the hillsides, forests, and caves surrounding his childhood home in Sonobe, Japan.

The story and setting were developed by Takashi Tezuka. Seeking to create a fairytale adventure game, Tezuka drew inspirations from fantasy books such as J. R. R. Tolkien's *The Lord of the Rings*.[5][6][7] According to Keiji Terui, who wrote the backstory in the first game's manual, the location named Death Mountain was initially a working title for the legend of the Triforce which was written with inspirations from the battles of medieval Europe.[8][9] The Master Sword was introduced as Excalibur in the French version of *A Link to the Past*,[10][11] which is regarded as reminiscent to the legend of King Arthur.[12][7] Celtic mythology inspired the name of Link's steed, Epona, based on Epona, Celtic goddess of fertility.[13][14]

Hearing of American novelist, socialite and painter Zelda Fitzgerald, Miyamoto thought the name sounded "pleasant and significant".[15] Paying tribute, he chose to name the princess after her, and titled it *The Legend of Zelda*. Link and the fairy were inspired by Peter Pan and Tinker Bell.[16][17] When the series made the transition to 3D, the combat system of *Ocarina of Time* was based on the chanbara (samurai) style of Japanese sword fighting.[18]

Audio

Koji Kondo, the series's original composer

Games in *The Legend of Zelda* series frequently feature in-game musical instruments, particularly in musical puzzles, which are widespread.[19] Often, instruments trigger game events: for example, the recorder in *The Legend of Zelda* can reveal secret areas, as well as warp Link to the dungeon entrances. This warping with music feature has also been used in *A Link to the Past* and *Link's Awakening*. In *Ocarina of Time*, playing instruments is a core part of the game, with the player needing to play the instrument through the use of the game controller to succeed.[20] *Ocarina of Time* is "[one of the] first contemporary non-dance title[s] to feature music-making as part of its gameplay",[21] using music as a heuristic device and requiring the player to utilise songs to progress in the game[22] – a game mechanic that is also present in *Majora's Mask*.[23]

"The Legend of Zelda Theme" is a recurring piece of music that was created for the first game. The composer and sound director of the series, Koji Kondo, initially planned to use Maurice Ravel's *Boléro* as the game's title theme, but was forced to change it when he learned, late in the game's development cycle, that the copyright for the orchestral piece had not yet expired. As a result, Kondo wrote a new arrangement of the overworld theme within one day.[24]

Up until *Breath of the Wild*, the *Legend of Zelda* series avoided using voice acting in speaking roles, relying instead on written dialogue. Series producer Eiji Aonuma previously stated that as Link is entirely mute, having the other characters speak while Link remains silent "would be off-putting".[25] Instead of theme music for different locations, *Breath of the Wild* plays natural ambience around the player as main sounds, in addition to some minimalist piano music.[26]

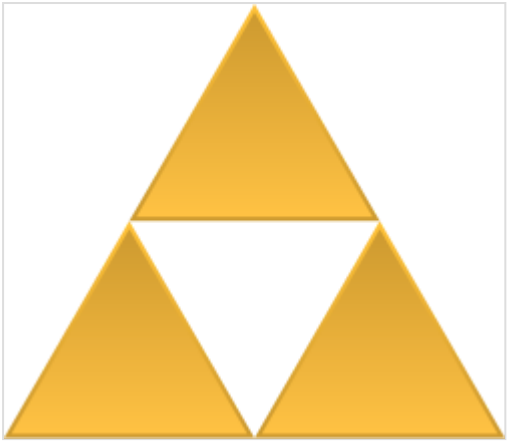
Plot

Setting

The Legend of Zelda takes place predominantly in a medieval Western Europe-inspired fantasy world called Hyrule,[27][28] which has developed a deep history and wide geography over the series's many releases. Much of the backstory of the creation of Hyrule was revealed in the games *A Link to the Past*, *Ocarina of Time*, *The Wind Waker*, *Twilight Princess*, *Skyward Sword*, and *A Link Between Worlds*. Hyrule's principal inhabitants are pointy-eared, elf-like humanoids called Hylians, which include the player character, Link, and the eponymous princess, Zelda.

The fictional universe established by the *Zelda* games sets the stage for each adventure. Some games take place in different lands with their own back-stories. Hytopia is a connected kingdom,[29] Labrynna and Holodrum are different countries separate from the Kingdom of Hyrule, Termina and Lorule serve as parallel worlds,[30] and Koholint is an island far away from Hyrule that appears to be part of a dream.[31]

Story



The Triforce is represented as three conjoined golden triangles.

Maps of Hyrule

Map of Hyrule, as seen in *Ocarina of Time*

Map of Hyrule, as seen in *Breath of the Wild* (legend in Spanish)

According to the in-game backstories, the world of Hyrule was created by the three golden goddesses: Din, Farore, and Nayru.[32] Before departing, the goddesses left a sacred artifact called the Triforce, which could grant powers to the user. It physically manifests itself as three golden triangles in which each embodies one of the goddesses' virtues: Power, Courage, and Wisdom.[33] However, because the Triforce has no will of its own and it can not judge between good and evil, it will grant any wish indiscriminately.[34][35] Because of this, it was placed within an alternate world called the "Sacred Realm" or the "Golden Land" until one worthy of its power and has balanced virtues of Power, Wisdom, and Courage in their heart could obtain it, in its entirety. If a person is not of a balanced heart, the triforce part that the user mostly believes in will stay with that person and the remainder will seek out others. In order to master and control the triforce as a whole, the user must get the other parts found in other individuals and bring them together to reunite them. The Sacred Realm can itself be affected by the heart of those who enter it: those who are pure will make it a paradise, while those who are evil will transform it into a dark realm.[36]

In *Skyward Sword*, the Triforce was sought by the Demon King Demise,[37] an eternal being that had conquered time itself.[38] After a long battle against the goddess Hylia, guardian of the Triforce, Demise was sealed away within her temple.[33][39] Hylia, placing the Hylians on a floating island in the sky called Skyloft to protect them, orchestrated a means to stop the demon from escaping: creating the Goddess Sword (later becoming the Master Sword) for her chosen hero[40] and discarding her divinity to be reborn among the people of Skyloft.[41] In time, Zelda and Link (the reborn Hylia and her predestined warrior) enacted the goddess's plan and Demise was destroyed, but he vowed that his rage would be reborn and forever plague those descended from Link and Zelda.[42] Following the establishment of Hyrule Kingdom, Demise's prophecy came to fruition in *Ocarina of Time*, when Ganondorf's attempt to get the Triforce scattered it with him gaining the Triforce of Power. The Triforce of Wisdom ended up with the Hylian princesses descended from Zelda, each named after her, while the Triforce of Courage is passed to a youth named Link across generations. While the Triforces of Power and Wisdom have been part of the series since the original *The Legend of Zelda*, it was in *Zelda II: The Adventure of Link* that the Triforce of Courage was introduced, being obtained by Link at the end of his quest. The Triforce, or even a piece of it, is not always distributed as a whole. Such as in *The Wind Waker*, Link must find all the pieces (called Triforce Shards) of the Triforce of Courage before he can return to Hyrule. Even in the original *The Legend of Zelda*, Zelda breaks her Triforce of Wisdom into eight pieces for Link to find, before she was captured by Ganon.

Fictional chronology

The chronology of the *Legend of Zelda* series was a subject of much debate among fans until an official timeline was released within the *Hyrule Historia* collector's book, first released in Japan in December 2011.[45][46] Prior to its release, in a 2003 interview, series creator Shigeru Miyamoto confirmed the existence of an internal document which connected all the games, with series producer Eiji Aonuma later revealing in 2010 the confidential nature of this document, which only Miyamoto himself and the director of each game had access to.[47][48]

The Legend of Zelda story chronology[43][44]

Skyward Sword *The Minish Cap* *Four Swords* *Ocarina of Time*		
The Hero is Defeated	**The Hero is Victorious**	
	Child Era	**Adult Era**
A Link to the Past *Link's Awakening* *Oracle of Seasons & Ages* *A Link Between Worlds* *Tri Force Heroes* *Echoes of Wisdom* *The Legend of Zelda* *The Adventure of Link*	*Majora's Mask* *Twilight Princess* *Four Swords Adventures*	*The Wind Waker* *Phantom Hourglass* *Spirit Tracks*
Breath of the Wild *Tears of the Kingdom*		

In-game content, marketing material, and developer statements once partially established a timeline of the released installments: the original *The Legend of Zelda* was followed by *Zelda II: The Adventure of Link* as a direct sequel, which takes place several years later;[49][50] *A Link to the Past* is a prequel to the previous two games,[51][52][53] and is followed by *Link's Awakening*;[54][55] *Ocarina of Time* is a prequel to *A Link to the Past* and takes the story many centuries back - according to character designer Satoru Takizawa, it was meant to implicitly tell the story of the Imprisoning War,[56][57] and was followed by *Majora's Mask* as a direct sequel, set a few months later;[58] *Four Swords*, upon its release, was considered the oldest tale in the series's chronology, predating *Ocarina of Time*;[59] *The Wind Waker* takes place in one of the parallel timelines that emerged from *Ocarina of Time*, more than a century later, in the "adult era";[60][61] *Four Swords Adventures*, upon its release, was considered to be a direct sequel to *Four Swords*, set sometime after its events;[59] *The Minish Cap* is a prequel to *Four Swords*, telling of the origins of villain Vaati and the creation of the Four Sword;[62] *Twilight Princess* takes place in another of the parallel timelines that emerged from *Ocarina of Time*, more than a century later, in the "child era";[60][61] *Phantom Hourglass* is a direct sequel to *The Wind Waker*,[63] and is followed by *Spirit Tracks*, which is set about a century later on a land far away from the setting of *The Wind Waker*.[64] *Skyward Sword* precedes *The Minish Cap*, telling the story of the creation of the Master Sword.[65][66] *A Link Between Worlds* takes place six generations after *A Link to the Past*, and features the Triforce being reunited, and Ganon being resurrected;[67] *Tri Force Heroes* is a direct sequel to *A Link Between Worlds*, which takes place several years later;[68][69] *Breath of the Wild* and its direct sequel, *Tears of the Kingdom* take place after all previous games in the series, without specifying a direct connection to any of the three timeline branches.[44]

In the early 2000s, Nintendo of America released a timeline on the official website of the series as one of the possible interpretation of the events from all entries released up to that point, featuring a single protagonist named Link, the "Hero of Time" from its first adventure in *Ocarina of Time*. It was followed

by *Majora's Mask*, *A Link to the Past*, *Oracle of Seasons*, *Oracle of Ages*, the original *The Legend of Zelda*, *Zelda II: The Adventure of Link*, and finally *Link's Awakening*.[70] In 2011, series translator Daniel Owsen revealed that, at one point, his coworkers at Nintendo of America and him conceived another complete timeline and intended to make it available online, but the Japanese series developers rejected the idea so that the placement of each game would be kept open to the imagination of the players.[71]

On December 21, 2011, to celebrate 25th anniversary of the series, *The Legend of Zelda: Hyrule Historia* art book was published by Shogakukan, which contained an official timeline of the fictional chronology of the series up to that point.[45] This timeline subsequently posits that following *Ocarina of Time*, it splits into three alternate routes: in one, Ganon is not defeated, leading into the Imprisoning War and *A Link to the Past*, *Oracle of Seasons* and *Oracle of Ages*, *Link's Awakening* (*A Link Between Worlds*, *Tri Force Heroes*, and *Echoes of Wisdom* were released after the timeline), *The Legend of Zelda* and *The Adventure of Link*. The second and third, where Ganon is defeated by Link, lead to a split timeline between his childhood (where Zelda sends him back in time so he can use the wisdom he has gained to warn young Zelda of the horrifying fate of Hyrule) and adulthood (where adult Zelda lives on to try and rebuild her kingdom). His childhood continues with *Majora's Mask*, followed by *Twilight Princess* and *Four Swords Adventures*. The timeline from his adult life continues into *Wind Waker*, *Phantom Hourglass* and *Spirit Tracks*.[45]

In 2018, Nintendo revealed *Breath of the Wild*'s timeline placement after all previous games in the series, without specifying a connection to any of the three timeline branches. Aonuma and *Breath of the Wild* director Hidemaro Fujibayashi justified the vague placement with the previous idea of keeping it open to players' imaginations.[44] Nintendo moved *Link's Awakening* to take place before *Oracle of Seasons* and *Oracle of Ages*.[44] In 2020, Nintendo released *Hyrule Warriors: Age of Calamity*, a gameplay-wise sequel to the 2014 spin-off game *Hyrule Warriors* marketed as a prequel to *Breath of the Wild*, being set 100 years before the latter game,[72] but with the events of *Age of Calamity* diverging from the backstory established in *Breath of the Wild*, creating an alternate timeline separate from it.[73]

Characters

Link

The central protagonist of *The Legend of Zelda* series, Link is the name of various young male Hylians who characteristically wear a green tunic and a pointed cap, and are the bearers of the Triforce of Courage. In most games, the player can give Link a different name before the start of the adventure, and he will be referred by that given name throughout by the non-player characters (NPCs). Miyamoto said in a 2002 interview that he named the protagonist "Link" because the character is/was supposed to be the "link" between the player and the game world. The various Links each have a special title, such as "Hero of Time", "Hero of Winds" or "Hero of the Wild". Like many silent protagonists in video games, Link does not speak and only produces grunts, yells, and similar sounds, but he is not mute - dialogue from him is referenced second-hand by in-game characters, despite not being seen or heard by the player. Link is depicted as a silent protagonist so that the audience is able to have their own thoughts as to how their Link would answer the characters instead of him having scripted responses.

Princess Zelda

Princess Zelda is the princess of Hyrule and the guardian of the Triforce of Wisdom. Her name is present in many of her female ancestors and descendants. While most games require Link to save Zelda from Ganon, she sometimes plays a supporting role in battle, using magical powers and weapons such as Light Arrows to aid Link. With the exception of the CD-i games, she was not playable in the main series until *Spirit Tracks*, where she becomes a spirit and can possess a Phantom Knight that can be controlled by the player. Zelda appears under various other aliases and alter egos, including Sheik (in *Ocarina of Time*) and Tetra (in *The Wind Waker* and *Phantom Hourglass*). In *Skyward Sword*, it is revealed that the Zelda of that game is a reincarnation of the goddess Hylia, whose power flows through the royal bloodline. The name "Zelda" derives from the American novelist Zelda Fitzgerald.[74]

Ganon

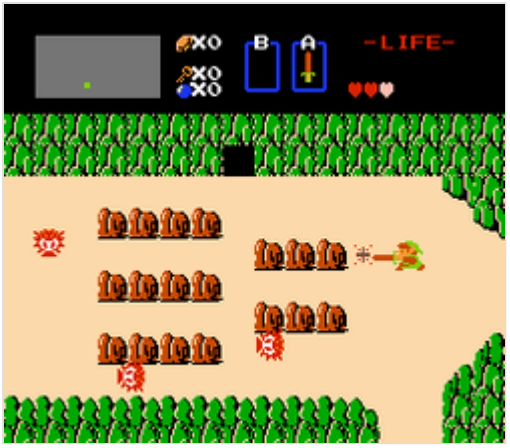
Ganon, also known as Ganondorf in his humanoid form, is the main antagonist and the final boss in the majority of *The Legend of Zelda* games. In the series, Ganondorf is the leader of a race of desert brigands called the Gerudo, which consists entirely of female warriors save for one man born every one hundred years. He is significantly taller than other human NPCs, but his looks vary between games, often taking the form of a monstrous anthropomorphic boar. His specific motives vary from game to game, but most often his plans include him kidnapping Princess Zelda and planning to achieve domination of Hyrule and presumably the world beyond it. To this end, he seeks the Triforce, a powerful magical relic. He often possesses a portion of the Triforce called the Triforce of Power, which gives him great strength, but it is often not enough to accomplish his ends, leading him to hunt the remaining Triforce pieces. Unlike Link, Zelda, and most other recurring characters, he is actually the same person in every game, with the exception of *Four Swords Adventures*, where he is a reincarnation of the original. In each game the battles with him are different and he fights using different styles. The game *Skyward Sword* indicates that Ganon is a reincarnation of an evil deity known as Demise.

Main series

Release timeline
Original releases in **bold**

2017 ***Breath of the Wild***
2018
2019 *Link's Awakening*
2020
2021 *Skyward Sword HD*
2022
2023 ***Tears of the Kingdom***
2024 ***Echoes of Wisdom***

1986–1997: 2D origins



The Legend of Zelda, released in 1986 for the Nintendo Entertainment System, was the first game in the series - it featured an open world, and nonlinear gameplay.

The Legend of Zelda, the first game of the series, was first released in Japan in February 1986, on the Famicom Disk System.[75] A cartridge version for the Nintendo Entertainment System, using battery-backed memory, was released in 1987 in the United States on August 22, and in Europe on November 27. The game features a "Second Quest", accessible either upon completing the game, or by registering one's name as "ZELDA" when starting a new quest. The "Second Quest" features different dungeons and item placement, and more difficult enemies.[76] A modified version of the original Famicom game, *BS Zelda no Densetsu*, was released for the Super Famicom's satellite-based expansion, Satellaview, in August 1995, in Japan. A second Satellaview game, *BS Zelda no Densetsu MAP2* was released for the Satellaview in December the same year. Both games featured rearranged dungeons, an altered overworld, and new voice-acted plot-lines.[77]

The second game, *Zelda II: The Adventure of Link*, was released for the Famicom Disk System in Japan in January 1987,[75] and for the Nintendo Entertainment System in Europe in September and North America in December 1988. The game exchanged the top-down perspective for side-scrolling (though the top-down point of view was retained for overworld areas), and introduced RPG elements (such as experience points) not used previously or thereafter in the series. *The Legend of Zelda* and *Zelda II* were released in gold-colored cartridges instead of the console's regular grey cartridges. Both were re-released in the final years of the Nintendo Entertainment System with grey cartridges.[78]

Four years later, *A Link to the Past* returned to the top-down view (under a 3/4 perspective), and added the concept of an alternate dimension, the Dark World. The game was released for the Super NES in November 1991.[75] A downloadable version of *A Link to the Past*[79] and an exclusive modified version called *BS Zelda no Densetsu Inishie no Sekiban*[80] were released on the Satellaview in Japan in March 1997. *A Link to the Past* was re-released for the Game Boy Advance in 2002. The SNES version was later re-released on the Wii Virtual Console in January 2007, on the Wii U Virtual Console, and on Nintendo Switch Online.

Three *Zelda*-themed LCD games were created between 1989 and 1992. The *Zelda* version of Nintendo's Game & Watch series was released first in August 1989 as a dual-screen handheld electronic game similar in appearance to today's Nintendo DS. It was re-released in 1998 as a Toymax, Inc. Mini Classic and was later included as an unlockable extra in *Game & Watch Gallery 4*, a 2002 compilation for the Game Boy Advance. While the Game & Watch *Zelda* was developed in-house by Nintendo, the subsequent two LCD games were developed by third parties under license by Nintendo. In October 1989, *The Legend of Zelda* was developed by Nelsonic as part of its Game Watch line. This game was an actual digital watch with primitive gameplay based on the original *Legend of Zelda*. In 1992, Epoch Co. developed *Zelda no Densetsu: Kamigami no Triforce* for its Barcode Battler II console. The game employed card-scanning technology similar to the later-released Nintendo e-Reader.

The next game, *Link's Awakening*, for Nintendo's Game Boy, is the first *Zelda* for a handheld, and the first set outside Hyrule and to exclude Princess Zelda. *Link's Awakening* was re-released, in full color, as a launch game for the Game Boy Color in 1998 as *Link's Awakening DX*. This remaster features additions such as an extra color-based dungeon and a photo shop that allows interaction with the Game Boy Printer. *Link's Awakening DX* was released on the 3DS' Virtual Console in June 2011. An HD remake of *Link's Awakening* was released for the Nintendo Switch in 2019.[81][82]

Three video games were developed and released on CD-i in the early 1990s as a product of a compromise between Philips and Nintendo, after the companies failed to develop a CD-ROM peripheral for the Super NES. Created independently with no observation by or influence from Nintendo, the games are *Link: The Faces of Evil*, *Zelda: The Wand of Gamelon*, and later, *Zelda's Adventure*. Nintendo never acknowledged them in the *Zelda* timeline, and they are considered to be in a separate, self-contained canon. These games are widely acknowledged to be the worst installments in the series, though have since gained a cult following in the form of internet memes.[83]

1998–2001: Transition to 3D

Ocarina of Time, released in 1998 for the Nintendo 64, was the first 3D game in the series.

After five years without a new game, the series made the transition to 3D with *Ocarina of Time* for the Nintendo 64, which was released in November 1998. This game, initially known as *Zelda 64*, retains the core gameplay of the previous 2D games, and was very successful commercially and critically, considered by many critics and gamers to be the best video game of all time, and ranking highly on *IGN* and *EGM*'s "greatest games of all time" lists, as well as scoring perfect scores in several video game publications.[84] In February 2006, it was ranked by *Nintendo Power* as the best game released for a Nintendo console.[85] The game was originally developed for the poorly selling, Japanese-only 64DD, but was converted to cartridge format when the 64DD hardware was delayed.[86] A new gameplay mechanic, lock-on targeting, is used in the game, which focuses the camera on a nearby target and alters the player's actions relative to that target.[87] Such mechanics allow precise sword fighting in a 3D space. The game heavily uses context-sensitive button play, which enabled the player to control various actions with Link using only one button on the Nintendo 64's controller. Each action was handled slightly differently but all used the 'A' button to perform. For instance, standing next to a block and pressing 'A' made Link grab it

(enabling him to push/pull it), but moving forwards into a block and pressing 'A' allowed Link to climb the block. The game featured the first appearance of Link's horse, Epona, allowing Link to travel quickly across land and fire arrows from horseback. Those who preordered the game received a gold-colored cartridge in a limited edition box with a golden plastic card affixed, reading "Collector's Edition".[88] In some stores that had this "Collector's Edition" quickly sell out, a small and rare Zelda pin was given instead. It is the sword and shield emblem with "Zelda" written on it. Very few of them are known to remain. *Ocarina of Time* was re-released on the GameCube in 2002, when it was offered as a pre-order incentive for *The Wind Waker* in the U.S., Canada and Japan.[89] It includes the cancelled 64DD expansion for *Ocarina of Time* known as *Ura Zelda* during development. Named *Ocarina of Time Master Quest*, the game was given reorganized dungeon layouts for greater difficulty.[89][90] Europe continued to receive this "Two-Game Bonus Disc" free in every copy of *The Wind Waker*, except for the discounted Player's Choice version. *Ocarina of Time* was available through the Wii's Virtual Console service.[91] Nintendo re-released it for the Wii U Virtual Console in July 2015. *Ocarina of Time 3D* for the Nintendo 3DS, featuring remade graphics and stereoscopic 3D, was released in mid-June 2011. *Ocarina of Time* has been made available through Nintendo Classics in HD resolution.

Ocarina of Time's follow-up, *Majora's Mask*, was released in April 2000. It uses the same 3D game engine as the previous game,[92] and added a time-based concept, in which Link, the protagonist, relives the events of three days as many times as needed to complete the game's objectives. It was originally called *Zelda Gaiden*,[93] a Japanese title that translates as *Zelda Side story*. Gameplay changed significantly; in addition to the time-limit, Link can use masks to transform into creatures with unique abilities. While *Majora's Mask* retains the graphical style of *Ocarina of Time*, it is also a departure, particularly in its atmosphere. It features motion-blur, unlike its predecessor. The game is darker in tone,[92] dealing with death and tragedy in a manner not previously seen in the series, and has a sense of impending doom, as a large moon slowly descends upon the land of Termina to destroy all life. All copies of *Majora's Mask* are gold cartridges. A limited "Collector's Edition" lenticular cartridge label was offered as the pre-order incentive. Copies of the game that are not collector's editions feature a normal sticker cartridge label. *Majora's Mask* was available on the Wii and Wii U Virtual Console catalogues. *The Legend of Zelda: Majora's Mask 3D* was released for 3DS in North America, Europe, Japan, and Australia in February 2015. The Nintendo 64 version was added to Nintendo Switch Online in February 2022; with this, all of the 3D games in the series have been re-released in HD resolution.

Oracle of Seasons and *Oracle of Ages* were released simultaneously for the Game Boy Color in 2001, and interact using passwords[94] or a Game Link Cable.[95] After one game has been completed, the player is given a password that allows the other game to be played as a sequel.[94] They were developed by Flagship in conjunction with Nintendo, with supervision from Miyamoto. After the team experimented with porting the original *The Legend of Zelda* to the Game Boy Color, they decided to make an original trilogy[96] to be called the "Triforce Series".[97] When the password system linking the three games proved too troublesome, the concept was reduced to two games at Miyamoto's suggestion.[98] These two games became *Oracle of Ages*, which is more puzzle-based, and *Oracle of Seasons*, which is more action-oriented.[99] Both titles were later released on the 3DS Virtual Console and Nintendo Switch Online.

2002–2005: Introduction of Toon Link and multiplayer

The Game Boy Advance release of *A Link to the Past* in 2002 featured a new game, *Four Swords*,[75] the first multiplayer *Zelda*. This game introduced Toon Link, a name first used in *Super Smash Bros. Brawl* to refer to cartoon-based visual designs of Link. *Four Swords Anniversary Edition*[100] was released in

Four Swords, released in 2002 for the Game Boy Advance, was the first multiplayer game in the series, and introduced a new cartoon art style.

September 2011, as free DSiWare available until February 20, 2012.

The Wind Waker, released in 2002 for the GameCube, was the first game in the series featuring cel shading.

When Nintendo revealed the GameCube on August 24, 2000, the day before Nintendo's Space World 2000 exposition,[101] a software demonstration showed a realistically styled real-time duel between Ganondorf and Link. Fans and the media speculated that the battle might be from a *Zelda* game in development at the time.[102] At Space World 2001, Nintendo showed a cel-shaded *Zelda* game, later released as *The Wind Waker* in December 2002. Due to poor reception, nothing further was shown until a playable demonstration was ready. Miyamoto felt *The Wind Waker* would "extend *Zelda*'s reach to all ages".[103][104] The gameplay centers on controlling wind with a baton called the "Wind Waker" and sailing a small boat around an island-filled ocean, retaining similar gameplay mechanics as the previous 3D games in the series. *The Legend of Zelda: Collector's Edition*, released for the GameCube in 2003,[105] included the original *The Legend of Zelda*, *Zelda II*, *Ocarina of Time*, *Majora's Mask*, and a demo of *The Wind Waker*. *The Legend of Zelda: The Wind Waker HD* was released for Wii U in 2013.

Four Swords Adventures was released for the GameCube in early 2004 in Japan and America, and January 2005 in Europe. Based on the handheld *Four Swords*, *Four Swords Adventures* was another deviation from previous *Zelda* gameplay, focusing on level-based and multiplayer gameplay. The game contains 24 levels and a map screen; there is no connecting overworld. For multiplayer features, each player must use a Game Boy Advance system linked to the GameCube via a Nintendo GameCube – Game Boy Advance link cable. The game features a single-player campaign, in which using a Game Boy Advance is optional. *Four Swords Adventures* includes two gameplay modes: "Hyrulean Adventure", with a plot and gameplay similar to other *Zelda* games, and "Shadow Battle", in which multiple Links, played by multiple players, battle each other. The Japanese and Korean versions include an exclusive third segment, "Navi Trackers" (originally designed as the stand-alone game "Tetra's Trackers"), which contains spoken dialogue for most of the characters, unlike other games in *The Legend of Zelda* series.

In November 2004 in Japan and Europe, and January 2005 in America, Nintendo released *The Minish Cap* for the Game Boy Advance. In *The Minish Cap* Link can shrink in size using a mystical, sentient hat named Ezlo. While shrunk, he can see previously explored parts of a dungeon from a different perspective, and enter areas through otherwise-impassable openings. It was later released on the Wii U Virtual Console.

2006–2011: Motion and touch-based swordplay

Twilight Princess was the first game in the series with motion controls, in which the player controls Link's sword using the Wii Remote (GameCube version pictured).

In November 2006, *Twilight Princess* was released as the first *Zelda* game on the Wii. It was later released in December as the last Nintendo-published game for the GameCube, the console for which it was originally developed. The Wii version features motion controls and a reversed world where everything that is in the west on the GameCube is in the east on the Wii. The display is mirrored in order to make Link right-handed to make use of the Wii Remote feel more natural for the majority of players. The game chronicles the struggle of a young adult Link to confront the troubles of the "Twilight Realm", a mysterious force that appears around and interacts with Hyrule. When he enters this realm, he is transformed into a wolf, and loses the ability to use his sword, shield or other items, but gains other abilities such as sharpened senses from his new form. *Twilight Princess* includes an incarnation of Link's horse, Epona, for fast transportation, and features mounted battle scenarios including boss battles that were not seen in previous games. *Twilight Princess* diverted from the cel-shading of *Wind Waker*, integrating graphics featuring more detailed textures, giving the game a darker atmosphere. *The Legend of Zelda: Twilight Princess HD* was released for Wii U in 2016.[106]

At the 2006 Game Developers Conference, a new title *Phantom Hourglass* for the Nintendo DS was shown. It revealed traditional top-down *Zelda* gameplay optimised for the DS's features, with a cel-shaded 3D graphical style similar to *The Wind Waker* for Gamecube. The game is a direct sequel to *The Wind Waker*.[107] *Phantom Hourglass* was released in June 2007, for Japan and October for North America and Europe. It was later released on the Wii U Virtual Console.

The next *Legend of Zelda* game for the DS, *Spirit Tracks*, was released in December 2009. In this game, the "spirit tracks", railroads which chain an ancient evil, are disappearing from Hyrule. Zelda and Link go to the 'Spirit Tower' (the ethereal point of convergence for the tracks) to find out why, but villains steal Zelda's body for the resurrection of the Demon King. Rendered disembodied, Zelda is left a spirit, and only Link (and a certain few sages) can see her. Together they go on a quest to restore the spirit tracks, defeat the Demon King, and return Zelda to her body. Using a modified engine of that used in *Phantom Hourglass*, the notably new feature in this game is that the Phantom Guardians seen in *Phantom Hourglass* are, through a series of events, periodically controllable. It was the first time in the series that both Link and Zelda work together on the quest. It was later released on the Wii U Virtual Console.

A new *Zelda* game for Wii was in development since the end of 2000s.[108] The new title was revealed at E3 2010 as *Skyward Sword*, but its release was delayed to 2011.[109] The game, the earliest in the *Legend of Zelda* timeline, reveals the origins of Hyrule, Ganon (here known as Demise), and many elements featured in previous games; it uses Wii's MotionPlus feature as well. It was released in November 2011; the first run included a 25th Anniversary CD of fully orchestrated music from various Zelda games, including *Skyward Sword*. It was made available for download on Wii U in September 2016. An HD remaster, with optional button-only controls, was released for Nintendo Switch in 2021.[110]

2013–present: Open-world emphasis

In 2013, Nintendo released *A Link Between Worlds* for the Nintendo 3DS, a sequel to *A Link to the Past*.[111][112] Progression is more open-ended than previous titles, with the possibility of completing many of the game's dungeons in any order. Certain dungeon obstacles require the use of rented or purchased items.

Tri Force Heroes, a cooperative multiplayer game, was released for the 3DS in October 2015.[113]

While Nintendo had showcased a Wii U demo reel at E3 2011 that depicted Link fighting a monster in HD[114] and the first original HD *Zelda* game was scheduled for a 2015 release, it was delayed.[115] The title was finally revealed at E3 2016 as *Breath of the Wild*, and the game was released in March 2017, as the last Nintendo-published game for the Wii U and a launch title for the Nintendo Switch.[116][117] Similar to the original *The Legend of Zelda*, players are given little instruction and can explore the world freely. The world is designed to encourage exploration and experimentation and the main story quest can be completed in a nonlinear fashion.

A *Breath of the Wild* sequel, *Tears of the Kingdom*, was released on the Switch in May 2023.[118][119] New to *Tears of the Kingdom* are the battery-powered Zonai devices, which the player can use for combat, propulsion, exploration, and more. The game also features the new abilities to fuse materials together, ascend through ceilings, reverse objects' movement through time, and autobuild structures.

Echoes of Wisdom, which features Zelda as the main protagonist, was released in September 2024 for the Switch.[120]

Other games

Cancelled games

Throughout the lifespan of *The Legend of Zelda* series, a number of games (including main series games as well as re-releases and spin-offs) in varying states of completeness have had their releases cancelled. Perhaps the earliest of these was Gottlieb's *The Legend of Zelda Pinball Machine* (cancelled in 1993). After securing a license from Nintendo to produce two Nintendo-franchise-based pinball machines, pinball designer Jon Norris was tasked with designing the table. Before it was completed, Gottlieb decided to repurpose the game with an *American Gladiators* theme. Licensing for this version ultimately fell through and the game was released as simply *Gladiators* in November 1993.[121]

In 1998, Nintendo cancelled *Ura Zelda*, the *Ocarina of Time* expansion disk for the 64DD[122] due to poor sales figures for the 64DD peripheral.[123] In 2002, Nintendo released a GameCube bonus disc called *The Legend of Zelda: Ocarina of Time Master Quest*.[122] It contains emulated versions of *Ocarina of Time* and *Ocarina of Time Master Quest*, which Aonuma and Miyamoto each confirmed is *Ura Zelda*.[123][124]

In 2001, under license from Nintendo, Capcom cancelled the release of *The Legend of Zelda: Mystical Seed of Courage* for Game Boy Color. Working with Capcom's subsidiary Flagship, Yoshiki Okamoto was originally tasked with designing a series of three *Zelda* games for the Game Boy Color.[125] Referred to as the "Triforce Series",[126] the games were known as *The Legend of Zelda: The Mysterious Acorn:*

Chapter of Power, *Chapter of Wisdom*, and *Chapter of Courage* in Japan[127] and *The Legend of Zelda: Mystical Seed of Power*, *Mystical Seed of Wisdom*, and *Mystical Seed of Courage* in the US.[128] The games were to interact using a password system,[126] but the limitations of this system and the difficulty of coordinating three games proved too complicated, so the team scaled back to two games at Miyamoto's suggestion.[129][130] *The Legend of Zelda: Oracle of Seasons* was adapted from *Mystical Seed of Power*, *The Legend of Zelda: Oracle of Ages* was adapted from *Mystical Seed of Wisdom*, and *Mystical Seed of Courage* was cancelled.[126]

Before its 2006 release, both Link and Samus from the *Metroid* series were planned to be playable characters for the Wii version of *Marvel: Ultimate Alliance*, but they did not make the final release because they were not Marvel characters.[131]

In 2011, an unnamed *Zelda* 25th Anniversary Compilation was cancelled. To celebrate the 25th anniversary of the series, Nintendo of America originally had planned to release a compilation of games together for the Wii, similar to the collector's edition disc released for the GameCube in 2003. Nintendo of Japan's president Satoru Iwata and Shigeru Miyamoto decided against releasing it, believing it would be too similar to the *Super Mario* 25th Anniversary collection released in 2010.[132]

Retro Studios had two *Zelda* games in development. One was an untitled game starring a Sheikah in a story that explores the origins of the Master Sword.[133][134] Another one was titled *Heroes of Hyrule* and it starred Goron, Zora, and Rito who set out to rescue Link.[134][135]

Spin-off games

As the franchise has grown in popularity, several games have been released that are set within or star a minor character from the universe of *The Legend of Zelda* but are not directly connected to the main *The Legend of Zelda* series. Both map versions of the game *BS Zelda no Densetsu* for the Satellaview (released in August and December 1995) could be considered spin-offs due to the fact that they star the "Hero of Light" (portrayed by either the Satellaview's male or female avatar) as opposed to Link as the protagonist of Hyrule. A third Satellaview game released in March 1997, *BS Zelda no Densetsu Inishie no Sekiban* (*BS The Legend of Zelda: Ancient Stone Tablets*) could also be considered a spin-off for the same reason. Other spin-off games include *Freshly-Picked Tingle's Rosy Rupeeland* for the Nintendo DS, an RPG released in September 2006 in Japan (Summer of 2007 in the UK) to star supporting character Tingle. A second Tingle game is *Tingle's Balloon Fight DS* for the Nintendo DS. Here Tingle again stars in this spin-off arcade style platformer, released in April 2007 only in Japan and available solely to Platinum Club Nintendo members.

In addition to games in which Link does not star as the protagonist, games such as the shooter game, *Link's Crossbow Training* (for the Wii), have been considered spin-offs due to the lack of a traditional "Save Hyrule" plot-line. Released in November 2007 as a bundle with the Wii Zapper, this game allows players to assume the identity of Link as he progresses through a series of tests to perfect his crossbow marksmanship. *Color Changing Tingle's Love Balloon Trip* was released in Japan in 2009 as a sequel to *Freshly-Picked Tingle's Rosy Rupeeland*.

Hyrule Warriors, a crossover game combining the setting of Nintendo's *The Legend of Zelda* series and the gameplay of Tecmo Koei's *Dynasty Warriors* series, was released in North America in September 2014 for Wii U. *Hyrule Warriors Legends*, a version for the Nintendo 3DS containing more content and gameplay modifications, was released in March 2016.

To commemorate the launch of the My Nintendo loyalty program in March 2016, Nintendo released *My Nintendo Picross: The Legend of Zelda: Twilight Princess*, a Picross puzzle game developed by Jupiter for download to the Nintendo 3DS.[136][137]

Cadence of Hyrule, developed by Brace Yourself Games and released in June 2019, is an officially licensed crossover of *Zelda* with *Crypt of the NecroDancer*.[138]

Hyrule Warriors: Age of Calamity, developed by Koei Tecmo, shares the hack-and-slash style of the spin-off game *Hyrule Warriors*.[139] *Age of Calamity* was released in November 2020.[140][72]

A new Zelda-themed variant of *Vermin* was included on the limited edition *Game & Watch*: *The Legend of Zelda* unit, released in 2021. This special edition of the Game & Watch also included *The Legend of Zelda*, *The Adventure of Link*, and *Link's Awakening*.

Reception

The Legend of Zelda series has received outstanding levels of acclaim from critics and the public. *Ocarina of Time*, *Skyward Sword*, *Breath of the Wild* and *Tears of the Kingdom* have each received a perfect 10/10 score by British *Edge* magazine.[210] All four plus *Wind Waker* also received a 40/40 score (10/10 by four reviewers) by Japanese *Famitsu* magazine,[211][212] making *Zelda* one of the few series with multiple perfect scores. *Ocarina of Time* was even listed by *Guinness World Records* as the highest-rated video game in history, citing its Metacritic score of 99 out of 100.[213] *Computer and Video Games* awarded *The Wind Waker* and *Twilight Princess* a score of 10/10.[214][215] *A Link to the Past* has won Gold Award from *Electronic Gaming Monthly*. In *Nintendo Power*'s Top 200 countdown in 2004, *Ocarina of Time* took first place, and seven other *Zelda* games placed in the top 40.[216] *Twilight Princess* was named Game of the Year by *X-Play*, *GameTrailers*, *1UP*, *Electronic Gaming Monthly*, *Spacey Awards*, *Game Informer*, *GameSpy*, *Nintendo Power*, *IGN*, and many other websites. The editors of review aggregator websites GameRankings, *IGN* and Metacritic have all given *Ocarina of Time* their highest aggregate scores.[217] *Game Informer* has awarded *The Wind Waker*, *Twilight Princess*, *Skyward Sword*, *A Link Between Worlds* and *Breath of the Wild* with scores of 10/10. *Phantom Hourglass* was named DS Game of the Year by *IGN* and *GameSpy*.[218][219] Airing in December 2011, Spike TV's annual Video Game Awards gave the series the first ever "Hall of Fame Award", which Miyamoto accepted in person.[220] *Ocarina of Time* and its use of melodic themes to identify different game regions has been called a reverse of Richard Wagner's use of leitmotifs to identify characters and themes.[221] *Ocarina of Time* was so well received that sales increased for real ocarinas.[222] *IGN* praised the music of *Majora's Mask* for its brilliance despite its heavy use of MIDI. It has been ranked the seventh-greatest game by *Electronic Gaming Monthly*, whereas *Ocarina of Time* was ranked eighth.[223][224] The series won *GameFAQs Best Series Ever* competition.[225]

As of December 2024, *The Legend of Zelda* franchise has sold over 158.27 million copies,[n 9] with the original *The Legend of Zelda* being the fourth best-selling NES game of all time.[230][231] The series was ranked as the 64th top game (collectively) by *Next Generation* in 1996.[232] In 1999, *Next Generation* listed the *Zelda* series as number 1 on their "Top 50 Games of All Time", commenting that *Zelda* series had always more gameplay and innovations than most other titles in their series.[233] According to British film magazine *Empire*, with "the most vividly-realised world and the most varied game-play of any game on any console, *Zelda* is a solid bet for the best game series ever".[234]

Sales and aggregate review scores
As of 31 December 2024.

Game	Year	Units sold (in millions)	GameRankings	Metacritic (out of 100)
The Legend of Zelda	1986	6.51[141]	**NES:** 84%[142] **GBA:** 79%[143]	**NES:** — **GBA:** 84[144]
The Adventure of Link	1987	4.38[141]	**NES:** 78%[145] **GBA:** 69%[146]	**NES:** — **GBA:** 73[147]
A Link to the Past	1991	7.43[n 1]	**SNES:** 93%[149] **GBA:** 92%[150]	**SNES:** — **GBA:** 95[151]
Link's Awakening	1993	10.29 [n 2]	**GB:** 90%[153] **GBC:** 91%[154] **NS:** 87%[155]	**GB:** — **GBC:** — **NS:** 87[156]
Ocarina of Time	1998	14.04 [n 3]	**N64:** 98%[157] **GC:** 90%[158] **3DS:** 94%[159]	**N64:** 99[160] **GC:** 91[161] **3DS:** 94[162]
Majora's Mask	2000	6.80[n 4]	**N64:** 92%[163] **3DS:** 90%[164]	**N64:** 95[165] **3DS:** 89[166]
Oracle of Seasons and Ages	2001	3.96[141]	(*Seasons*) 91%[167] (*Ages*) 92%[168]	–
Four Swords	2002	2.82[148]	**GBA:** 92%[169] **DS:** 85%[170]	**GBA:** 95[171] **DS:** 85[172]
The Wind Waker	2002	6.8[n 5]	**GC:** 94%[175] **Wii U:** 91%[176]	**GC:** 96[177] **Wii U:** 90[178]
Four Swords Adventures	2004	–	**GC:** 85%[179]	**GC:** 86[180]
The Minish Cap	2004	1.76[148]	**GBA:** 90%[181]	**GBA:** 89[182]
Twilight Princess	2006	10[n 6]	**GC:** 95%[184] **Wii:** 95%[185] **Wii U:** 86%[186]	**GC:** 96[187] **Wii:** 95[188] **Wii U:** 86[189]
Phantom Hourglass	2007	4.76[173]	**DS:** 89%[190]	**DS:** 90[191]
Spirit Tracks	2009	2.96[173]	**DS:** 87%[192]	**DS:** 87[193]
Skyward Sword	2011	7.82[n 7]	**Wii:** 93%[195]	**Wii:** 93[196] **NS:** 81[197]
A Link Between Worlds	2013	4.26[152]	**3DS:** 91%[198]	**3DS:** 91[199]
Tri Force Heroes	2015	1.36[148]	**3DS:** 72%[200]	**3DS:** 73[201]
Breath of the Wild	2017	34.32[n 8]	**Wii U:** 97%[203] **NS:** 97%[204]	**Wii U:** 96[205] **NS:** 97[206]
Tears of the Kingdom	2023	21.55[202]	-	**NS:** 96[207]

Echoes of Wisdom	2024	3.91[208]	-	**NS:** 86[209]

The Legend of Zelda franchise has garnered the most Game of the Year nominations in the history of the Academy of Interactive Arts & Sciences' D.I.C.E. Awards with eight (*Ocarina of Time*,[235] *Majora's Mask*,[236] *The Wind Waker*,[237] *Twilight Princess*,[238] *Skyward Sword*,[239] *A Link Between Worlds*,[240] *Breath of the Wild*,[241] and *Tears of the Kingdom*[242]); two of them, *Ocarina of Time*[235] and *Breath of the Wild*,[243] would go on to win the top honor during their respective awards ceremonies.

Legacy

Multiple members of the game industry have expressed how Zelda games have impacted them, including Rockstar Games founder and *Grand Theft Auto* director, Dan Houser, who said that *Zelda* and *Mario* games on Nintendo 64 greatly influenced them in developing *Grand Theft Auto* series, as well in other 3D games in general.[244] Rockstar founder and *Grand Theft Auto* director Sam Houser also cited the influence of *Zelda*, describing *Grand Theft Auto III* as "Zelda meets Goodfellas".[245] *Ōkami* director Hideki Kamiya (Capcom, PlatinumGames) said that he has been influenced by *The Legend of Zelda* series in developing the game, citing *A Link to the Past* as his favorite game of all time.[246] *Soul Reaver* and *Uncharted* director, Amy Hennig (Crystal Dynamics and Naughty Dog), cited *Zelda* as inspiration for the *Legacy of Kain* series, noting *A Link to the Past*'s influence on *Blood Omen* and *Ocarina of Time*'s influence on *Soul Reaver*.[247] *Soul Reaver* and *Uncharted* creator, Richard Lemarchand (Crystal Dynamics and Naughty Dog), also cited *A Link to the Past*'s approach to combining gameplay with storytelling as inspiration for *Soul Reaver*.[248] *Wing Commander* and *Star Citizen* director, Chris Roberts (Origin Systems and Cloud Imperium Games), cited *Zelda* as an influence on his action role-playing game, *Times of Lore*.[249]

Dark Souls series creator Hidetaka Miyazaki named *A Link To The Past* as one of his favorite role-playing video games.[250] Miyazaki also described *The Legend of Zelda* as a sort of textbook for 3D action games.[251] *Ico* director Fumito Ueda cited *Zelda* as an influence on *Shadow of the Colossus*.[252] Peter Molyneux (Lionhead Studios and Microsoft Studios) stated that the *Twilight Princess* is one of his favorite games and an influence for the *Fable* series.[253] *Darksiders* director David Adams (Vigil Games) cited *Zelda* as an influence on his work.[254] *Prince of Persia* and *Assassin's Creed* director Raphael Lacoste cited *The Wind Waker* as an influence on *Assassin's Creed IV: Black Flag*.[255] CD Projekt Red cited the *Zelda* series as an influence on *The Witcher 3: Wild Hunt*.[256] *Majora's Mask* served as the primary influence on Alex Hall's web series *Ben Drowned*.[257] *Final Fantasy* and *The 3rd Birthday* director Hajime Tabata cited *Ocarina of Time* as inspiration for the open world of *Final Fantasy XV*.[258]

Cross-overs

The Legend of Zelda series has crossed over into other Nintendo and third-party video games, most prominently in the *Super Smash Bros.* series of fighting games published by Nintendo. Link appears as a fighter in *Super Smash Bros.* for the Nintendo 64, the first entry in the series, and is part of the roster in all subsequent releases in the series as well. Zelda (who is able to transform into Sheik as well), Ganondorf, and Young Link (the child version of Link from *Ocarina of Time*) were added to the player roster for *Super Smash Bros. Melee*, and appeared in all subsequent releases except for "Young Link" (who is later replaced by "Toon Link" from *The Wind Waker*, in subsequent releases *Super Smash Bros.*

Brawl and *Super Smash Bros. for Nintendo 3DS and Wii U*). Both Young Link and Toon Link appear in the fifth installment, *Super Smash Bros. Ultimate*. Other elements from the series, such as locations and items, are also included throughout the *Smash Bros.* series. Outside of the series, Nintendo allowed for the use of Link as a playable character exclusively in the GameCube release of Namco's fighting game *Soulcalibur II*.[259]

- Link, using a design based on *Skyward Sword*, appears as a playable character in *Mario Kart 8* via downloadable content (DLC), along with a "Hyrule Circuit" racetrack themed on *The Legend of Zelda* series.[260] The first pack is named after the series. In a post-launch update for *Mario Kart 8 Deluxe*, Link and his vehicle received alternate styles based on *Breath of the Wild*.[261]
- In the Wii U version of *Sonic Lost World*, a DLC stage based on *The Legend of Zelda* series was released in March 2014, named "The Legend of Zelda Zone". It was built around the core gameplay mechanics of *Sonic Lost World*, with some elements from the *Zelda* series, including a heart-based vitality meter, rupee collection, and a miniature dungeon to explore.[262]

In other media

TV series

A 13-episode American animated TV series, adapted by DiC and distributed by Viacom Enterprises, aired in 1989.[263] The animated *Zelda* shorts were broadcast each Friday, instead of the usual *Super Mario Bros.* cartoon which was aired during the rest of the week.[264][265] The series loosely follows the two NES *Zelda* games (the original *The Legend of Zelda* and *The Adventure of Link*), mixing settings and characters from those games with original creations.[266] The show's older incarnations of both Link and Zelda appeared in various episodes of *Captain N: The Game Master* during its second season.[267]

A live-action television series had been in development around 2015, as reported from an anonymous Netflix employee to *The Wall Street Journal*. The program was a joint effort between Netflix and Nintendo, and was said to be aimed as a family-friendly version of *Game of Thrones*.[268] Further details of this series went sparse until 2021 when Adam Conover gave an interview regarding his *College Humor* period. There, the *College Humor* team had been planning a skit that would have combined *Star Fox* with *Fantastic Mr. Fox* and had even had talked to Miyamoto on the project. Conover said that they were told about a month into the project that Nintendo had requested they stop all work on the project as a result of the leak related to the live-action *Zelda* show; Nintendo, already protective of its IP, had pulled many external projects including the live-action show.[269]

Print media

Valiant Comics released a short series of comics featuring characters and settings from the *Zelda* cartoon as part of their *Nintendo Comics System* line. Manga adaptations of many entries in the series, including *A Link to the Past*, *Ocarina of Time*, *Majora's Mask*, *Oracle of Seasons* and *Oracle of Ages*, *Four Swords Adventures*, *The Minish Cap*, *Phantom Hourglass*, and *Twilight Princess* have been produced under license from Nintendo, primarily written and drawn by Japanese artist duo Akira Himekawa. These adaptations do not strictly follow the plot of the games from which they are based and may contain additional story elements.

A number of official books, novels, and gamebooks have been released based on the series as well. The earliest was *Moblin's Magic Spear*, published in 1989 by Western Publishing under their Golden Books Family Entertainment division and written by Jack C. Harris. It took place sometime during the first game. Two gamebooks were published as part of the *Nintendo Adventure Books* series by Archway, both of which were written by Matt Wayne. The first was *The Crystal Trap* (which focuses more on Zelda) and the second was *The Shadow Prince*. Both were released in 1992. A novel based on *Ocarina of Time* was released in 1999, written by Jason R. Rich and published by Sybex Inc. under their *Pathways to Adventure* series. Another two gamebooks were released as part of the *You Decide on the Adventure* series published by Scholastic. The first book was based on *Oracle of Seasons* and was released in 2001. The second, based on *Oracle of Ages*, was released in 2002. Both were written by Craig Wessel. In 2006, Scholastic released a novel as part of their *Nintendo Heroes* series, *Link and the Portal of Doom*. It was written by Tracey West and was set shortly after the events of *Ocarina of Time*.

In 2011, to coincide with the 25th anniversary of the series, an art book was published exclusively in Japan under the name *Hyrule Historia* by Shogakukan. It contains concept art from the series's conception to the release of *Skyward Sword* in 2011 and multiple essays about the production of the games, as well as an overarching timeline of the series. It also includes a prequel manga to *Skyward Sword* by Akira Himekawa. The book received an international release by publisher Dark Horse Comics in January 2013;[270] it took the number one spot on Amazon's sales chart, taking the spot away from E. L. James's *50 Shades of Grey* trilogy.[271] Dark Horse released *The Legend of Zelda: Art & Artifacts*, a follow-up art book to *Hyrule Historia* containing additional artwork and interviews,[272][273] in North America and Europe in February 2017.[274]

Music

Taking place in Cologne, Germany, on September 23, 2010, the video game music concert *Symphonic Legends* focused on music from Nintendo and, among others, featured games such as *The Legend of Zelda*. Following an intermission, the second half of the concert was entirely dedicated to an expansive symphonic poem dedicated to the series. The 35-minute epic tells the story of Link's evolution from child to hero.[275][276]

To celebrate the 25th anniversary of the series in 2011, Nintendo commissioned an original symphony, *The Legend of Zelda: Symphony of the Goddesses*. The show was originally performed in the fall of 2011 in Los Angeles and consists of live performances of much of the music from the series.[277] It has since been scheduled for 18 shows so far throughout the United States and Canada.[277][278] Nintendo released a CD, *The Legend of Zelda 25th Anniversary Special Orchestra CD*. Featuring eight tracks from live performances of the symphony, the CD is included alongside the special edition of *The Legend of Zelda: Skyward Sword* for the Wii. Nintendo later celebrated *The Legend of Zelda*'s 30th anniversary with an album which was released in Japan in February 2017.[279]

Merchandise

The Legend of Zelda-themed *Monopoly* board game was released in the United States in September 2014.[280] A *Clue* board game in the style of *The Legend of Zelda* series was released in June 2017.[281] A *UNO*-styled *The Legend of Zelda* game was released in February 2018, exclusively at GameStop in North America.[282] A limited edition *Zelda* 25th anniversary 3DS was released in December 2011, in Australia.[283]

Film

In 2007, Imagi Animation Studios, which had provided the animation for *TMNT* and *Astro Boy*, created a pitch reel for a computer-animated *The Legend of Zelda* film. Nintendo did not accept the studio's offer due to the memory of the failure of the 1993 live-action film adaptation of *Super Mario Bros.*.[284] In 2013, Aonuma said that, if the development of a film began, the company would want to use the opportunity to embrace audience interaction in some capacity.[285][286] In June 2023, it was said that Nintendo was close to closing a deal with Illumination and Universal Pictures to produce a film adaptation of the franchise following the success of their film, *The Super Mario Bros. Movie*,[287] but Illumination CEO Chris Meledandri denied these reports later that month.[288]

By November 2023, Nintendo was developing a live-action *Legend of Zelda* film with Sony Pictures, which will co-finance and distribute the project worldwide.[289] Wes Ball has been attached to direct the film, and Shigeru Miyamoto and Avi Arad will be producing alongside Ball and his producing partner Joe Hartwick Jr. through their Oddball Entertainment company.[290] Although the casting had not been announced, Patricia Summersett, who had previously done voice work for Princess Zelda, said that she would like to reprise her role for the character.[291][292] Hunter Schafer has also expressed interest in playing Zelda.[293] The film is scheduled for worldwide release on March 26, 2027.[294]

Notes

a. Japanese: ゼルダの伝説, Hepburn: *Zeruda no Densetsu*, usually romanized as ***Zelda no Densetsu***

Group n

1. *A Link to the Past* sales breakdown:
    - Super Nintendo Entertainment System version: 4.61 million[141]
    - Game Boy Advance version: 2.82 million[148]
2. *Link's Awakening* sales breakdown:
    - Game Boy/Game Boy Advance version: 3.83 million[141]
    - Nintendo Switch version: 6.46 million[152]
3. *Ocarina of Time* sales breakdown:
    - Nintendo 64 version: 7.6 million[141]
    - Nintendo 3DS version: 6.44 million[152]
4. *Majora's Mask* sales breakdown:
    - Nintendo 64 version: 3.36 million[141]
    - Nintendo 3DS version: 3.44 million[152]
5. *The Wind Waker* sales breakdown:
    - GameCube version: 4.43 million[173]
    - Wii U version: 2.37 million[174]

6. *Twilight Princess* sales breakdown:
    - GameCube version: 1.43 million[173]
    - Wii version: 7.42 million[183]
    - Wii U version: 1.15 million[148]
7. *Skyward Sword* sales breakdown:
    - Wii version: 3.67 million[194]
    - Nintendo Switch version: 4.15 million[152]
8. *Breath of the Wild* sales breakdown:
    - Wii U version: 1.7 million[148]
    - Nintendo Switch version: 32.62 million[202]
9. *The Legend of Zelda* series:
    - 130 million series sales up until March 2023[226]
    - Sales between April 2023 and December 2024: 28.27 million
        - *The Legend of Zelda: Breath of the Wild* – 2.81 million[227][228]
        - *The Legend of Zelda: Tears of the Kingdom* – 21.55 million[227]
        - *The Legend of Zelda: Echoes of Wisdom* – 3.91 million[229]

References

1. Barton, Matt (2008). *Dungeons & Desktops: The History of Computer Role-Playing Games* (https://books.google.com/books?id=IMXu61GbTqMC). A K Peters, Ltd. pp. 209–10, 216, 385. ISBN 978-1-56881-411-7. Archived (https://web.archive.org/web/20240817175923/https://books.google.com/books?id=IMXu61GbTqMC) from the original on August 17, 2024. Retrieved September 8, 2010.
2. "The Future of RPGs – Developer Interviews" (https://archive.org/details/thesuperfamicom1992no.22hq/TheSuperFamicom%201992%20No.22%20LQ/page/n92). *The Super Famicom* (in Japanese). Vol. 3, no. 22. November 27, 1992. pp. 89–97. Retrieved October 14, 2021.
3. Andrew Vestal (June 19, 2015). "Q&A: Shigeru Miyamoto On The Origins Of Nintendo's Famous Characters" (https://web.archive.org/web/20150619152426/https://www.npr.org/sections/alltechconsidered/2015/06/19/415568892/q-a-shigeru-miyamoto-on-the-origins-of-nintendos-famous-characters). *NPR: National Public Radio*. NPR. Archived from the original (https://www.npr.org/sections/alltechconsidered/2015/06/19/415568892/q-a-shigeru-miyamoto-on-the-origins-of-nintendos-famous-characters) on June 19, 2015. Retrieved May 18, 2019. "And I drew on that inspiration when we were working on the *Legend of Zelda* game and we were creating this grand outdoor adventure where you go through these narrowed confined spaces and come upon this great lake."
4. Andrew Vestal (September 14, 2000). "The History of Zelda" (https://web.archive.org/web/20110831131810/http://www.gamespot.com/gamespot/features/video/hist_zelda/index.html). *GameSpot*. Archived from the original (http://www.gamespot.com/gamespot/features/video/hist_zelda/index.html) on August 31, 2011. Retrieved September 25, 2006.

5. "Classic: Zelda und Link" (https://archive.org/details/ClubNintendo1996German) [Classic: Zelda and Link]. *Club Nintendo* (in German). Vol. 1996, no. 2. Nintendo of Europe. April 1996. p. 72. "[The two program designers Shigeru Miyamoto and Takashi Tezuka were responsible for the game, who set themselves the goal of developing a fairytale adventure game with action elements [...] Takashi Tezuka, a great lover of fantasy novels such as Tolkien's *Lord of the Rings*, wrote the script for the first two games in the *Zelda* series]."
6. "Shigeru Miyamoto Interview" (https://web.archive.org/web/20060907074051/http://www.miyamotoshrine.com/theman/interviews/230403.shtml). *Super PLAY* (in Swedish) (4/03). Medströms Dataförlag AB. March 2003. Archived from the original (http://www.miyamotoshrine.com/theman/interviews/230403.shtml) on September 7, 2006. Retrieved September 24, 2006. "All ideas for *The Legend of Zelda* were mine and Takashi Tezukas... ...Books, movies and our own lives."
7. Stanton, Richard (April 6, 2023). "How an 'Adventure Mario' project evolved to become The Legend Of Zelda" (https://www.gamesradar.com/how-an-adventure-mario-project-evolved-to-become-the-legend-of-zelda/). *GamesRadar+*. Archived (https://web.archive.org/web/20230406170245/https://www.gamesradar.com/how-an-adventure-mario-project-evolved-to-become-the-legend-of-zelda/) from the original on April 6, 2023. Retrieved December 7, 2023.
8. "照井啓司さんのコメントコーナー" (https://web.archive.org/web/20040925210737/http://oni.skr.jp/terui.html) [Keiji Terui's Comment Corner] (in Japanese). Archived from the original (http://oni.skr.jp/terui.html) on September 25, 2004. Retrieved January 7, 2016. "[He wrote a story similar to the battle for hegemony in medieval Europe (which he called "Death Mountain" at the time) and created the legend of Triforce]."
9. Mauritsz, Jolien (November 22, 2021). "The Way of: The Legend of Zelda - Deel 1 het begin" (https://gameliner.nl/artikelen/the-way-of-the-legend-of-zelda-deel-1-het-begin-/40302). *GameLiner* (in Dutch). Archived (https://web.archive.org/web/20231207232444/https://gameliner.nl/artikelen/the-way-of-the-legend-of-zelda-deel-1-het-begin-/40302) from the original on December 7, 2023. Retrieved December 7, 2023.
10. Nintendo Entertainment Analysis & Development (September 24, 1992). *The Legend of Zelda: A Link to the Past* (Super Nintendo Entertainment System). Nintendo. "Excalibur retrouvera, préservant la pureté de la lignée des Chevaliers."
11. Benoit-Gonin, Corentin (July 23, 2021). " "Zelda: A Link to the Past" a déjà 30 ans! Voici nos 5 moments marquants de ce jeu vidéo culte" (https://www.ouest-france.fr/gaming/zelda-a-link-to-the-past-a-deja-30-ans-voici-nos-5-moments-marquants-de-ce-jeu-video-culte-74414f44-4baf-11ec-8468-6593778b450f). *Ouest-France* (in French). Archived (https://web.archive.org/web/20231207232443/https://www.ouest-france.fr/gaming/zelda-a-link-to-the-past-a-deja-30-ans-voici-nos-5-moments-marquants-de-ce-jeu-video-culte-74414f44-4baf-11ec-8468-6593778b450f) from the original on December 7, 2023. Retrieved December 7, 2023.
12. Littlechild, Chris (April 19, 2019). "Zelda: 10 Best Weapons That Aren't The Master Sword" (https://www.thegamer.com/zelda-best-weapons-not-master-sword/). *TheGamer*. Archived (https://web.archive.org/web/20230603110845/https://www.thegamer.com/zelda-best-weapons-not-master-sword/) from the original on June 3, 2023. Retrieved December 7, 2023.
13. Iwata, Satoru; Koizumi, Yoshiaki (2011). "Iwata Asks: What We Couldn't Do with Ocarina of Time" (https://www.nintendo.co.uk/Iwata-Asks/Iwata-Asks-The-Legend-of-Zelda-Ocarina-of-Time-3D/Vol-2-Original-Development-Staff-Part-1/5-What-We-Couldn-t-Do-with-Ocarina-of-Time/5-What-We-Couldn-t-Do-with-Ocarina-of-Time-231818.html). *Nintendo.co.uk*. Nintendo. Archived (https://web.archive.org/web/20210201170317/https://www.nintendo.co.uk/Iwata-Asks/Iwata-Asks-The-Legend-of-Zelda-Ocarina-of-Time-3D/Vol-2-Original-Development-Staff-Part-1/5-What-We-Couldn-t-Do-with-Ocarina-of-Time/5-What-We-Couldn-t-Do-with-Ocarina-of-Time-231818.html) from the original on February 1, 2021. Retrieved September 28, 2021. "Epona is the goddess of horses and fertility in Celtic mythology, so I used that."

14. Bonfiglio, Nahila (September 10, 2017). "10 facts about Epona from The Legend of Zelda, gaming's most famous horse" (https://www.dailydot.com/unclick/epona-legend-of-zelda/). *The Daily Dot*.
15. Mowatt, Todd. "In the Game: Nintendo's Shigeru Miyamoto" (https://web.archive.org/web/20071220062126/http://www.amazon.com/gp/feature.html?docId=117177). *Amazon*. Archived from the original (https://www.amazon.com/exec/obidos/tg/feature/-/117177) on December 20, 2007. Retrieved September 25, 2006.
16. Madden, Orla (November 5, 2012). "The Legend of Zelda's Link Was Inspired By Walt Disney's Peter Pan" (http://www.nintendolife.com/news/2012/11/the_legend_of_zeldas_link_was_inspired_by_walt_disneys_peter_pan). *Nintendo Life*. Archived (https://web.archive.org/web/20160604132406/http://www.nintendolife.com/news/2012/11/the_legend_of_zeldas_link_was_inspired_by_walt_disneys_peter_pan) from the original on June 4, 2016. Retrieved June 13, 2016.
17. "Link design inspired by Peter Pan, name explained" (http://nintendoeverything.com/link-design-inspired-by-peter-pan-name-explained/). Nintendo Everything. November 3, 2012. Archived (https://web.archive.org/web/20160806213350/http://nintendoeverything.com/link-design-inspired-by-peter-pan-name-explained/) from the original on August 6, 2016. Retrieved June 13, 2016.
18. Miyamoto, Shigeru. "Iwata Asks: The Legend of Zelda: Ocarina of Time 3D: Mr. Shigeru Miyamoto" (http://iwataasks.nintendo.com/interviews/#/3ds/zelda-ocarina-of-time/4/0) (Interview). Interviewed by Satoru Iwata. Nintendo of America, Inc. Archived (https://web.archive.org/web/20150725233103/http://iwataasks.nintendo.com/interviews/) from the original on July 25, 2015. Retrieved February 4, 2015.
19. Pichlmair, Martin; Kayali, Fares (2007). "Levels of Sound: On the Principles of Interactivity in Music Video Games" (http://www.digra.org/dl/db/07311.14286.pdf) (PDF). *Situated Play, Proceedings of DiGRA 2007 Conference*. Archived (https://web.archive.org/web/20080725103955/http://www.digra.org/dl/db/07311.14286.pdf) (PDF) from the original on July 25, 2008. Retrieved March 11, 2008.
20. Lane, Pete (February 26, 1999). "Review: Legend of Zelda" (http://news.bbc.co.uk/2/hi/entertainment/278662.stm). *BBC News*. Archived (https://web.archive.org/web/20130921131829/http://news.bbc.co.uk/2/hi/entertainment/278662.stm) from the original on September 21, 2013. Retrieved April 6, 2008.
21. McDonald, Glenn (February 26, 1999). "A Brief Timeline of Video Game Music" (https://web.archive.org/web/20071018061157/http://www.gamespot.com/gamespot/features/video/vg_music/index.html). *GameSpot*. Archived from the original (http://www.gamespot.com/gamespot/features/video/vg_music/index.html) on October 18, 2007. Retrieved April 6, 2008.
22. Whalen, Zach (2007). "Play Along – An Approach to Videogame Music" (http://www.gamestudies.org/0401/whalen/). *Game Studies*. **4** (1). Archived (https://web.archive.org/web/20061003122633/http://www.gamestudies.org/0401/whalen/) from the original on October 3, 2006. Retrieved April 6, 2008.
23. Mirabella, Fran (October 26, 2000). "Legend of Zelda: Majora's Mask" (http://www.ign.com/articles/2000/10/26/legend-of-zelda-majoras-mask). *IGN*. Archived (https://web.archive.org/web/20121128052904/http://www.ign.com/articles/2000/10/26/legend-of-zelda-majoras-mask) from the original on November 28, 2012. Retrieved April 6, 2008.
24. MacDonald, Mark (May 3, 2005). "Zelda Exposed from 1UP.com" (https://web.archive.org/web/20151016042303/http://www.1up.com/do/feature?pager.offset=7&cId=3140040). *1UP.com*. IGN. Archived from the original (http://www.1up.com/do/feature?pager.offset=7&cId=3140040) on October 16, 2015. Retrieved October 2, 2015.
25. "Zelda producer says Link may never talk" (http://www.gamesradar.com/zelda-producer-says-link-may-never-talk/). GamesRadar. August 14, 2010. Archived (https://web.archive.org/web/20120312121448/http://www.gamesradar.com/zelda-producer-says-link-may-never-talk/) from the original on March 12, 2012. Retrieved July 22, 2011.

26. Lloyd, Rod (June 15, 2016). "Breath of the Wild's Soundtrack Makes Heavy Use of Piano and Environmental Sounds" (https://web.archive.org/web/20160618105147/http://www.zeldainformer.com/news/breath-of-the-wilds-soundtrack-makes-heavy-use-of-piano-and-environmental-s). Archived from the original (http://www.zeldainformer.com/news/breath-of-the-wilds-soundtrack-makes-heavy-use-of-piano-and-environmental-s) on June 18, 2016. Retrieved June 16, 2016.
27. Iwata, Satoru; Miyamoto, Shigeru (2011). "Iwata Asks: A Sword & Sorcery Tale Admired Worldwide" (https://www.nintendo.co.uk/Iwata-Asks/Iwata-Asks-The-Legend-of-Zelda-Ocarina-of-Time-3D/Vol-5-Mr-Shigeru-Miyamoto/5-A-Sword-Sorcery-Tale-Admired-Worldwide/5-A-Sword-Sorcery-Tale-Admired-Worldwide-224778.html). *Nintendo.co.uk*. Nintendo. Archived (https://web.archive.org/web/20210201170356/https://www.nintendo.co.uk/Iwata-Asks/Iwata-Asks-The-Legend-of-Zelda-Ocarina-of-Time-3D/Vol-5-Mr-Shigeru-Miyamoto/5-A-Sword-Sorcery-Tale-Admired-Worldwide/5-A-Sword-Sorcery-Tale-Admired-Worldwide-224778.html) from the original on February 1, 2021. Retrieved May 18, 2019. "And I was really happy that we here in Japan could make a medieval tale of sword and sorcery liked by the people of the world."
28. Linden, Jacob (October 13, 2022). "Is Link wearing pajamas in A Link to the Past? An investigation" (https://www.polygon.com/23392291/zelda-link-to-the-past-pajamas). *Polygon*. Archived (https://web.archive.org/web/20231207232443/https://www.polygon.com/23392291/zelda-link-to-the-past-pajamas) from the original on December 7, 2023. Retrieved December 7, 2023.
29. "Most games in The Legend of Zelda series have a connection to Hyrule. Does the land of Hytopia connect to Hyrule in any way?" (https://web.archive.org/web/20231108180858/https://www.facebook.com/NintendoHandheldGaming/photos/a.150955828309750.40686.149152295156770/953796588025666/). Nintendo. Archived from the original on November 8, 2023. Retrieved July 20, 2016.
30. Nintendo, ed. (2000). *The Legend of Zelda: Majora's Mask manual*. Nintendo. p. 6.
31. "The Great Hyrule Encyclopedia (K)" (https://web.archive.org/web/20090326064241/http://zelda.com/universe/pedia/k.jsp#KoholintIsland). Nintendo. Archived from the original (http://www.zelda.com/universe/pedia/k.jsp#KoholintIsland) on March 26, 2009. Retrieved June 7, 2009.
32. Nintendo (November 21, 1998). *The Legend of Zelda: Ocarina of Time* (Nintendo 64). Nintendo. "**Great Deku Tree**: Before time began, before spirits and life existed... Three golden goddesses descended upon the chaos that was Hyrule... Din, the Goddess of Power... Nayru, the Goddess of Wisdom... Farore, the Goddess of Courage... Din... With her strong flaming arms, she cultivated the land and created the red earth. Nayru... Poured her wisdom onto the earth and gave the spirit of law to the world. Farore... With her rich soul, produced all life forms who would uphold the law."
33. Shigeru Miyamoto, Eiji Aonuma (January 29, 2013). *The Legend of Zelda: Hyrule Historia*. Milwaukie, Oregon: Dark Horse. p. 76. ISBN 978-1616550417.
34. Nintendo (November 21, 1998). *The Legend of Zelda: Ocarina of Time* (Nintendo 64). Nintendo. "**Zelda**: If someone with a righteous heart makes a wish, it will lead Hyrule into a golden age of prosperity. If one with an evil mind has his wish granted, the world will be consumed by evil... That is what is foretold..."
35. Shigeru Miyamoto, Eiji Aonuma (January 29, 2013). *The Legend of Zelda: Hyrule Historia*. Milwaukie, Oregon: Dark Horse. p. 70. ISBN 978-1616550417.
36. Nintendo (November 21, 1998). *The Legend of Zelda: Ocarina of Time* (Nintendo 64). Nintendo. "**Sheik**: The resting place of the sacred triangle, the Sacred Realm, is a mirror that reflects what is in the heart...the heart of one who enters it... If an evil heart, the Realm will become full of evil; if pure, the Realm will become a paradise."
37. Nintendo (November 18, 2011). *The Legend of Zelda: Skyward Sword* (Wii). Nintendo. "**Zelda**: In his thirst to make the world his own, Demise readied a massive army of monsters for war. He sought to take the Triforce for himself by force."

38. Nintendo (November 18, 2011). *The Legend of Zelda: Skyward Sword* (Wii). Nintendo. "**Fi**: This eternal being has conquered time itself. It is the source of all monsters."
39. Nintendo (November 21, 1998). *The Legend of Zelda: Ocarina of Time* (Nintendo 64). Nintendo. "**Introduction**: Handed down by the gods of old, this power gave its holder the means to make any desire a reality. Such was the might of the ultimate power that the old ones placed it in the care of the goddess."
40. Nintendo (November 18, 2011). *The Legend of Zelda: Skyward Sword* (Wii). Nintendo. "**Zelda**: She made the spirit that resides in your sword to serve a single purpose: to assist her chosen hero on his mission."
41. Nintendo (November 18, 2011). *The Legend of Zelda: Skyward Sword* (Wii). Nintendo. "**Zelda**: Knowing this power was her last and only hope, the goddess gave up her divine powers and her immortal form."
42. Nintendo (November 18, 2011). *The Legend of Zelda: Skyward Sword* (Wii). Nintendo. "**Demise**: I will rise again. Those like you... Those who share the blood of the goddess and the spirit of the hero... They are eternally bound to this curse. An incarnation of my hatred shall ever follow your kind, dooming them to wander a blood-soaked sea of darkness for all time!"
43. "The official home for The Legend of Zelda - About" (https://www.zelda.com/about). *The official home for The Legend of Zelda - About*. Archived (https://web.archive.org/web/20200619112704/https://www.zelda.com/about/) from the original on June 19, 2020. Retrieved June 1, 2020.
44. Wong, Alistair (August 5, 2018). "The Legend of Zelda: Breath of the Wild Has Been Added To The Series' Official Timeline" (https://www.siliconera.com/the-legend-of-zelda-breath-of-the-wild-has-been-added-to-the-series-official-timeline/). *Siliconera*. Archived (https://web.archive.org/web/20221208024711/https://www.siliconera.com/the-legend-of-zelda-breath-of-the-wild-has-been-added-to-the-series-official-timeline/) from the original on December 8, 2022. Retrieved December 7, 2022.
45. "Official Legend of Zelda Timeline Revealed" (https://web.archive.org/web/20120426070944/http://gamecrunch.co/2011/12/22/official-legend-of-zelda-timeline-revealed/). December 22, 2011. Archived from the original (http://gamecrunch.co/2011/12/22/official-legend-of-zelda-timeline-revealed/) on April 26, 2012.
46. Fred Dutton (May 3, 2010). "Zelda Timeline Explained" (https://web.archive.org/web/20141031155115/http://www.officialnintendomagazine.co.uk/16596/features/zelda-timeline-explained/). *Official Nintendo Magazine*. Future Publishing Limited. Archived from the original (http://www.officialnintendomagazine.co.uk/16596/features/zelda-timeline-explained/) on October 31, 2014. Retrieved March 2, 2015.
47. "Shigeru Miyamoto Interview" (https://web.archive.org/web/20120208160357/http://www.miyamotoshrine.com/theman/interviews/230403.shtml). *Super PLAY* (in Swedish) (4/03). Medströms Dataförlag AB. March 2003. Archived from the original (http://www.miyamotoshrine.com/theman/interviews/230403.shtml) on February 8, 2012. Retrieved September 24, 2006.
48. Long, Neil; Scullion, Chris. "Game On – The Legend of Zelda: Skyward Sword". *Official Nintendo Magazine* (July 2010). Future Publishing Limited: 51.
49. Nintendo EAD (January 14, 1987). *The Legend of Zelda 2: Link no Bōken* (Famicom Disk System). Nintendo Co., Ltd. "Several years after Gannon was destroyed, Link learns from Impa about another sleeping Princess Zelda."
50. Nintendo EAD (December 1988). *Zelda II: The Adventure of Link* (Nintendo Entertainment System). Nintendo of America, Inc. "After Ganon was destroyed, Impa told Link a sleeping spell was cast on Princess Zelda."

51. "Zelda no Densetsu: Kamigami no Triforce – Back Cover" (http://www.mobygames.com/game/legend-of-zelda-a-link-to-the-past/cover-art/gameCoverId,51140/) (in Japanese). Nintendo Co., Ltd. (via MobyGames). November 21, 1991. Archived (https://web.archive.org/web/20120111044754/http://www.mobygames.com/game/legend-of-zelda-a-link-to-the-past/cover-art/gameCoverId,51140/) from the original on January 11, 2012. Retrieved June 10, 2010. "今度の舞台はリンクが活躍した頃よりも遥か昔、ハイラルが、まだ一つの王国であった時代。/ This time, the stage is set a long time before Link's exploits, an era when Hyrule was still one kingdom."
52. "The Legend of Zelda: A Link to the Past – Back Cover" (http://www.mobygames.com/game/legend-of-zelda-a-link-to-the-past/cover-art/gameCoverId,13522/). Nintendo of America, Inc. (via MobyGames). April 13, 1992. Archived (https://web.archive.org/web/20090813141938/http://www.mobygames.com/game/legend-of-zelda-a-link-to-the-past/cover-art/gameCoverId,13522/) from the original on August 13, 2009. Retrieved June 10, 2010. "The predecessors of Link and Zelda face monsters on the march when a menacing magician takes over the kingdom."
53. "Dengeki Nintendo 64". *Dengeki Nintendo 64*. MediaWorks, Inc. January 1999. "**Shigeru Miyamoto:** (時オカ→神トラ)それから初代ときてリンクの冒険という順番になる。/ *Ocarina of Time*, *A Link to the Past*, then comes the original one and *The Adventure of Link* in turn."
54. Nintendo, ed (1993). The Legend of Zelda: Link's Awakening instruction manual. Nintendo. pp. 3–4. "Though you fulfilled the Hyrulian prophecy of the Legendary Hero and destroyed the evil tyrant Ganon, the land of Hyrule enjoyed only a precarious peace. "Who knows what threats may arise from Ganon's ashes?" the restless people murmured as they knitted their brows and shook their heads. Ever vigilant, you decided to journey away from Hyrule on a quest for enlightenment, in search of wisdom that would make you better able to withstand the next threat to your homeland".
55. "Zeldaの伝説 プロローグ" (https://www.nintendo.co.jp/n02/dmg/azlj/sutori.html). Nintendo Co., Ltd. Archived (https://web.archive.org/web/20110511125122/http://www.nintendo.co.jp/n02/dmg/azlj/sutori.html) from the original on May 11, 2011. Retrieved June 10, 2010.
56. *The Legend of Zelda: A Link to the Past Instruction Booklet*. Nintendo of America, Inc. April 13, 1992. pp. 5–6. "Many centuries have passed since the Imprisoning War."
57. "「ゼルダの伝説時のオカリナ」の情報･産地直送!" (http://www.1101.com/nintendo/nin1/nin1-6.htm) [The story this time is not truly original, it is from the previous SNES version and tells of the "Seal War of the Seven Sages".]. Hobo Nikkan Itoi Shinbun. November 26, 1998. Archived (https://web.archive.org/web/20101029202714/http://www.1101.com/nintendo/nin1/nin1-6.htm) from the original on October 29, 2010. Retrieved June 9, 2010. "**Satoru Takizawa:** 今回のストーリーは本当のオリジナルではなくって、前作のスーパーファミコンに出てきた「七賢者の封印戦争」を扱っているんだ"
58. "新しい「ゼルダ」の世界" (https://www.nintendo.co.jp/n01/n64/software/nus_p_nzsj/normal/newworld/index.html) [The new world of Zelda]. *Nintendo* (in Japanese). Archived (https://web.archive.org/web/20230116130420/https://www.nintendo.co.jp/n01/n64/software/nus_p_nzsj/normal/newworld/index.html) from the original on January 16, 2023. Retrieved January 16, 2023. " "舞台は、前作『時のオカリナ』での活躍から数ヶ月後の世界。" ["The setting is a few months after his success in the previous work 'Ocarina of Time'."]"
59. Billy Berghammer (May 17, 2004). "A Legend Of Zelda: The Eiji Aonuma Interview" (https://web.archive.org/web/20080507222207/http://www.gameinformer.com/News/Story/200405/N04.0517.1915.59084.htm). *Game Informer Online*. Game Informer Magazine. Archived from the original (http://www.gameinformer.com/News/Story/200405/N04.0517.1915.59084.htm) on May 7, 2008. Retrieved November 11, 2009.

60. "Long interview with Eiji Aonuma" (https://web.archive.org/web/20070127032000/http://www.nindori.com/interview/154zelda/index.html). *nindori.com*. Nintendo DREAM. February 2007. Archived from the original (http://www.nindori.com/interview/154zelda/index.html) on January 27, 2007. Retrieved June 4, 2010. "『時のオカリナ』から百数年後の世界です。 ... 『風のタクト』はパラレルなんですよ。『時のオカリナ』でリンクが7年後の世界に飛んで、ガノンを倒すと、子ども時代に戻るじゃないですか。『トワイライトプリンセス』は、平和になった子ども時代から百数年後の世界なんです。/ It is a world 100 and something years after *Ocarina of Time*. ... *The Wind Waker* is parallel. In *Ocarina of Time*, Link leaps to a world seven years later, defeats Ganon, and then returns to the child era, right? *Twilight Princess* is the world 100 and something years after peace is restored in the child era."
61. Fennec Fox (December 6, 2002). "Interview With Nintendo's Shigeru Miyamoto and Eiji Aonuma" (https://web.archive.org/web/20100728123041/http://www.gamepro.com/article/news/27362/interview-with-nintendos-shigeru-miyamoto-and-eiji-aonuma/). *GamePro*. GamePro Media. Archived from the original (http://www.gamepro.com/article/news/27362/interview-with-nintendos-shigeru-miyamoto-and-eiji-aonuma/) on July 28, 2010. Retrieved May 30, 2010.
62. "Zelda: The interview!" (https://web.archive.org/web/20071012120133/http://www.landofthelegend.net/Hyrule/?grab=int-noa-eiji-tmc). Nintendo of Europe GmbH. November 17, 2004. Archived from the original (http://www.nintendo-europe.com/NOE/en/GB/editorial/article.do?elementId=tsSRlh1e8PvXMtWScR8tLxG9BXLNxXCM) on October 12, 2007. Retrieved May 30, 2010. "**NoE:** How does the *Minish Cap* fit into the Zelda chronology? Is it a prequel to the upcoming *The Legend of Zelda: Four Swords Adventures* on GameCube? **Aonuma:** Yes, this title takes place prior to *The Legend of Zelda: Four Swords Adventures*, and tells the secret of the birth of the Four Sword."
63. "The Legend of Zelda: Phantom Hourglass" (https://web.archive.org/web/20100430172315/http://zelda.com/universe/game/phantomhourglass/). *Zelda Universe*. Nintendo of America, Inc. Archived from the original (http://zelda.com/universe/game/phantomhourglass/) on April 30, 2010. Retrieved June 10, 2010.
64. Walton, Mark (November 20, 2009). "The Legend of Zelda: Spirit Tracks Eiji Aonuma Interview" (http://www.gamespot.com/videos/the-legend-of-zelda-spirit-tracks-eiji-aonuma-inte/2300-6240923/). *GameSpot*. CBS Interactive. Archived (https://web.archive.org/web/20150705170010/http://www.gamespot.com/videos/the-legend-of-zelda-spirit-tracks-eiji-aonuma-inte/2300-6240923/) from the original on July 5, 2015. Retrieved May 30, 2010. "**Eiji Aonuma:** Yes, it is actually a sequel and it is taking place about 100 years after the world of the game *Phantom Hourglass*."
65. Neil Long, Chris Scullion. "Game On – The Legend of Zelda: Skyward Sword". *Official Nintendo Magazine* (July 2010). Future Publishing Limited: 51. "**Eiji Aonuma:** I have already talked to Mr. Miyamoto about this so I am comfortable in releasing this information – this title [*Skyward Sword*] takes place before *Ocarina of Time*."
66. "Aonuma Opens a Treasure Chest of Skyward Sword Details" (https://www.nintendolife.com/news/2011/07/aonuma_opens_a_treasure_chest_of_skyward_sword_details). *Nintendo Life*. July 23, 2011. Archived (https://web.archive.org/web/20230116130420/https://www.nintendolife.com/news/2011/07/aonuma_opens_a_treasure_chest_of_skyward_sword_details) from the original on January 16, 2023. Retrieved January 16, 2023.
67. Jose Otero (August 7, 2013). "New Details for The Legend of Zelda: A Link Between Worlds" (http://uk.ign.com/articles/2013/08/07/nintendo-reveals-new-details-for-a-link-between-worlds). *IGN*. Archived (https://web.archive.org/web/20200217153330/https://uk.ign.com/articles/2013/08/07/nintendo-reveals-new-details-for-a-link-between-worlds) from the original on February 17, 2020. Retrieved August 7, 2013.

68. Carter, Chris (October 23, 2015). "Zelda: Tri Force Heroes is in the same timeline as A Link Between Worlds" (https://www.destructoid.com/zelda-tri-force-heroes-is-in-the-same-timeline-as-a-link-between-worlds/). *Destructoid*. Archived (https://web.archive.org/web/20230116130420/https://www.destructoid.com/zelda-tri-force-heroes-is-in-the-same-timeline-as-a-link-between-worlds/) from the original on January 16, 2023. Retrieved January 16, 2023.
69. Nintendo of America (October 23, 2015). "Nintendo of America on Twitter: "Fans asked the developers of #Zelda: Tri Force Heroes: "Where does the game fall in the series timeline?" " (https://twitter.com/nintendoamerica/status/657330612064399360). *Twitter*. Archived (https://web.archive.org/web/20230315115308/https://twitter.com/NintendoAmerica/status/657330612064399360) from the original on March 15, 2023. Retrieved January 16, 2023. "The game takes place several years after *A Link Between Worlds* and features the same hero."
70. "The Library: Hall of Time" (https://web.archive.org/web/20021002111625/http://www.zelda.com/lib_timeline.html). Nintendo of America, Inc. Archived from the original (http://www.zelda.com/lib_timeline.html) on October 2, 2002.
71. East, Thomas (May 23, 2011). "Ocarina writer wanted to put Zelda timeline online" (https://web.archive.org/web/20141009165651/http://www.officialnintendomagazine.co.uk/26468/ocarina-writer-wanted-to-put-zelda-timeline-online/). *Official Nintendo Magazine*. Future Publishing Limited. Archived from the original (http://www.officialnintendomagazine.co.uk/26468/ocarina-writer-wanted-to-put-zelda-timeline-online/) on October 9, 2014. Retrieved March 2, 2015.
72. "Shred monsters as Zelda and others in 'Breath of the Wild' prequel 'Hyrule Warriors: Age of Calamity' " (https://techcrunch.com/2020/09/08/shred-monsters-as-zelda-and-others-in-breath-of-the-wild-prequel-hyrule-warriors-age-of-calamity/). *TechCrunch*. September 8, 2020. Archived (https://web.archive.org/web/20240225163426/https://techcrunch.com/2020/09/08/shred-monsters-as-zelda-and-others-in-breath-of-the-wild-prequel-hyrule-warriors-age-of-calamity/) from the original on February 25, 2024. Retrieved September 8, 2020.
73. "Hyrule Warriors Has Split The Zelda Timeline (Again)" (https://screenrant.com/zelda-age-calamity-breath-wild-timeline-split-ganon/). *ScreenRant*. November 21, 2020. Archived (https://web.archive.org/web/20210425042456/https://screenrant.com/zelda-age-calamity-breath-wild-timeline-split-ganon/) from the original on April 25, 2021. Retrieved April 27, 2021.
74. Mowatt, Todd. "In the Game: Nintendo's Shigeru Miyamoto" (https://www.amazon.com/exec/obidos/tg/feature/-/117177/). *Amazon.com*. Archived (https://web.archive.org/web/20190705012811/https://www.amazon.com/exec/obidos/tg/feature/-/117177/) from the original on July 5, 2019. Retrieved September 7, 2015.
75. Eiji Aonuma (ed.). *Hyrule Historia*. Dark Horse Books.
76. ZELDA: The Second Quest Begins (1988), pp. 27–28
77. "BS Zelda Info" (http://bszelda.zeldalegends.net/info.shtml#01). 2010. Archived (https://web.archive.org/web/20100702200140/http://www.bszelda.zeldalegends.net/info.shtml#01) from the original on July 2, 2010. Retrieved June 8, 2010.
78. "The Legend of Zelda" (https://web.archive.org/web/20100619113453/http://nindb.net/game/legend-of-zelda.html). *NinDB*. Archived from the original (http://www.nindb.net/game/legend-of-zelda.html) on June 19, 2010. Retrieved February 20, 2008.
79. "BS Zelda Info" (http://bszelda.zeldalegends.net/info.shtml#03). 2010. Archived (https://web.archive.org/web/20100702200140/http://www.bszelda.zeldalegends.net/info.shtml#03) from the original on July 2, 2010. Retrieved June 8, 2010.
80. "BS Zelda Info" (http://bszelda.zeldalegends.net/info.shtml#02). 2010. Archived (https://web.archive.org/web/20100702200140/http://www.bszelda.zeldalegends.net/info.shtml#02) from the original on July 2, 2010. Retrieved June 8, 2010.

81. Dornbush, Jonathon (February 14, 2019). "The Legend of Zelda: Link's Awakening Remake for Nintendo Switch Announced" (https://www.ign.com/articles/2019/02/14/the-legend-of-zelda-links-awakening-remake-for-nintendo-switch-announced). *IGN*. Archived (https://web.archive.org/web/20190217203113/https://www.ign.com/articles/2019/02/14/the-legend-of-zelda-links-awakening-remake-for-nintendo-switch-announced) from the original on February 17, 2019. Retrieved April 22, 2019.
82. Thier, Dave. " 'The Legend Of Zelda: Link's Awakening' Release Date And Why You Should Care" (https://www.forbes.com/sites/davidthier/2019/09/16/the-legend-of-zelda-links-awakening-release-date-and-why-you-should-care/). *Forbes*. Archived (https://web.archive.org/web/20191105194106/https://www.forbes.com/sites/davidthier/2019/09/16/the-legend-of-zelda-links-awakening-release-date-and-why-you-should-care/) from the original on November 5, 2019. Retrieved November 5, 2019.
83. "The 6 Worst Games Ever Farted Out by Beloved Franchises" (http://www.cracked.com/article/18352_the-6-worst-games-ever-farted-out-by-beloved-franchises_p2/). *Cracked.com*. Archived (https://web.archive.org/web/20151031110959/http://www.cracked.com/article/18352_the-6-worst-games-ever-farted-out-by-beloved-franchises_p2/) from the original on October 31, 2015. Retrieved October 22, 2015.
84. "The Best Video Games in the History of Humanity" (https://web.archive.org/web/20100921125121/http://www.filibustercartoons.com/games.htm). filibustercartoons.com. 2006. Archived from the original on September 21, 2010. Retrieved November 16, 2009.
85. "NP Top 200". *Nintendo Power*. Vol. 200. February 2006. p. 66.
86. "Gaiden and Ura Zelda Split" (http://www.ign.com/articles/1999/08/21/gaiden-and-ura-zelda-split). *IGN*. August 20, 1999. Archived (https://web.archive.org/web/20150220231500/http://www.ign.com/articles/1999/08/21/gaiden-and-ura-zelda-split) from the original on February 20, 2015. Retrieved April 10, 2007.
87. * *The Legend of Zelda: Ocarina of Time instruction booklet*. Nintendo. 1998. pp. 11–12. U/NUS-NZLE-USA.
88. "Zelda's Future is Golden" (http://www.ign.com/articles/1998/08/27/zeldas-future-is-golden). *IGN*. August 26, 1998. Archived (https://web.archive.org/web/20140220140653/http://www.ign.com/articles/1998/08/27/zeldas-future-is-golden) from the original on February 20, 2014. Retrieved September 24, 2007.
89. "Zelda Bonus Disc Coming to US" (http://www.ign.com/articles/2002/12/04/zelda-bonus-disc-coming-to-us). *IGN*. December 4, 2002. Archived (https://web.archive.org/web/20141025074420/http://www.ign.com/articles/2002/12/04/zelda-bonus-disc-coming-to-us) from the original on October 25, 2014. Retrieved January 22, 2006.
90. Ronaghan, Neal (July 2, 2015). "This Week in the Nintendo Downloads" (http://www.ign.com/articles/2015/07/02/this-week-in-the-nintendo-downloads). *IGN*. Ziff Davis. Archived (https://web.archive.org/web/20150703040944/http://www.ign.com/articles/2015/07/02/this-week-in-the-nintendo-downloads) from the original on July 3, 2015. Retrieved July 19, 2015.
91. Hatfield, Daemon (February 23, 2007). "VC Getting (Arguably) Greatest Game Ever" (http://www.ign.com/articles/2007/02/23/vc-getting-arguably-greatest-game-ever). *IGN*. Archived (https://web.archive.org/web/20121104070357/http://www.ign.com/articles/2007/02/23/vc-getting-arguably-greatest-game-ever) from the original on November 4, 2012. Retrieved September 24, 2007.
92. Mirabella III, Fran (October 25, 2000). "Legend of Zelda: Majora's Mask" (http://www.ign.com/articles/2000/10/26/legend-of-zelda-majoras-mask). *IGN*. Archived (https://web.archive.org/web/20121128052904/http://www.ign.com/articles/2000/10/26/legend-of-zelda-majoras-mask) from the original on November 28, 2012. Retrieved December 3, 2005.
93. "Zelda Sequel Invades Spaceworld" (http://www.ign.com/articles/1999/06/17/zelda-sequel-invades-spaceworld). *IGN*. June 16, 1999. Archived (https://web.archive.org/web/20130921083717/http://www.ign.com/articles/1999/06/17/zelda-sequel-invades-spaceworld) from the original on September 21, 2013. Retrieved January 10, 2006.

94. Pelland, Scott, ed. (2001). *The Legend of Zelda: Oracle of Seasons/The Legend of Zelda: Oracle of Ages Player's Guide*. Redmond, Washington: Nintendo of America, Inc. p. 124. ISBN 1-930206-10-0.
95. Pelland, Scott, ed. (2001). *The Legend of Zelda: Oracle of Seasons/The Legend of Zelda: Oracle of Ages Player's Guide*. Redmond, Washington: Nintendo of America, Inc. p. 120. ISBN 1-930206-10-0.
96. "Miyamoto Speaks on Zelda GBC" (http://www.ign.com/articles/1999/08/24/miyamoto-speaks-on-zelda-gbc). *IGN*. August 23, 1999. Archived (https://web.archive.org/web/20070206125650/http://gameboy.ign.com/articles/069/069793p1.html) from the original on February 6, 2007. Retrieved March 30, 2007.
97. "The Legend of Zelda: The Third Oracle profile" (https://web.archive.org/web/20121008224208/http://www.ign.com/games/the-legend-of-zelda-the-third-oracle-unofficial-title/gbc-873036). *IGN*. Archived from the original (http://www.ign.com/games/the-legend-of-zelda-the-third-oracle-unofficial-title/gbc-873036) on October 8, 2012. Retrieved March 30, 2007.
98. "The Legend of Zelda: Oracle of Seasons Interview" (https://web.archive.org/web/20070930025401/http://www.nintendo.com/gamedev?gameid=m-Game-0000-314). Nintendo. 2001. Archived from the original (https://www.nintendo.com/gamedev?gameid=m-Game-0000-314) on September 30, 2007. Retrieved March 30, 2007.
99. Brad Shoemaker (2004). "The Legend of Zelda: Oracle of Ages for Game Boy Color Review" (http://www.gamespot.com/the-legend-of-zelda-oracle-of-ages/reviews/the-legend-of-zelda-oracle-of-ages-review-2768469/). *GameSpot*. Archived (https://web.archive.org/web/20120202031911/http://www.gamespot.com/the-legend-of-zelda-oracle-of-ages/reviews/the-legend-of-zelda-oracle-of-ages-review-2768469/) from the original on February 2, 2012. Retrieved September 25, 2006.
100. "Iwata Asks: The Legend of Zelda: Ocarina of Time 3D: One Year Steeped in The Legend of Zelda" (http://iwataasks.nintendo.com/interviews/#/3ds/zelda-ocarina-of-time/4/5). Nintendo. p. 6. Archived (https://web.archive.org/web/20150725233103/http://iwataasks.nintendo.com/interviews/#/3ds/zelda-ocarina-of-time/4/5) from the original on July 25, 2015. Retrieved June 29, 2011. "**Miyamoto:** [...] and *The Legend of Zelda: Four Swords*, scheduled for free download as the Nintendo DSiWare software starting in September."
101. "The Ultimate Gamecube FAQ" (http://www.ign.com/articles/2001/07/10/the-ultimate-gamecube-faq). *IGN*. July 10, 2001. Archived (https://web.archive.org/web/20140117221433/http://www.ign.com/articles/2001/07/10/the-ultimate-gamecube-faq) from the original on January 17, 2014. Retrieved January 21, 2006.
102. "Zelda on Gamecube" (http://www.ign.com/articles/2000/08/24/zelda-on-gamecube). *IGN*. August 23, 2000. Archived (https://web.archive.org/web/20131009060129/http://www.ign.com/articles/2000/08/24/zelda-on-gamecube) from the original on October 9, 2013. Retrieved January 21, 2006.
103. Dingo, Star (August 24, 2001). "GameCube / First Look / The Legend of Zelda" (https://web.archive.org/web/20060104171300/http://www.gamepro.com/nintendo/gamecube/games/previews/16344.shtml). *GamePro*. Archived from the original (http://www.gamepro.com/nintendo/gamecube/games/previews/16344.shtml) on January 4, 2006. Retrieved January 21, 2006.
104. "Miyamoto and Aonuma on Zelda" (http://www.ign.com/articles/2002/12/04/miyamoto-and-aonuma-on-zelda?page=3). *IGN*. December 4, 2002. Archived (https://web.archive.org/web/20130121024822/http://www.ign.com/articles/2002/12/04/miyamoto-and-aonuma-on-zelda?page=3) from the original on January 21, 2013. Retrieved January 21, 2006.
105. "The Legend of Zelda Collector's Edition" (https://web.archive.org/web/20120929062330/http://www.ign.com/games/the-legend-of-zelda-collectors-edition/gcn-608263). *IGN*. Archived from the original (http://www.ign.com/games/the-legend-of-zelda-collectors-edition/gcn-608263) on September 29, 2012. Retrieved March 19, 2007.

106. McWhertor, Michael (November 12, 2015). "The Legend of Zelda: Twilight Princess HD coming to Wii U in 2016" (http://www.polygon.com/2015/11/12/9725636/the-legend-of-zelda-twilight-princess-hd-coming-to-wii-u-in-2016). *Polygon*. Vox Media. Archived (https://web.archive.org/web/20151112221215/http://www.polygon.com/2015/11/12/9725636/the-legend-of-zelda-twilight-princess-hd-coming-to-wii-u-in-2016) from the original on November 12, 2015. Retrieved November 12, 2015.
107. "Continue the Wind Waker adventure in Link's first DS game" (https://web.archive.org/web/20070116193409/http://www.nintendo.com/gamemini?gameid=0nKucR8rpyfV9ktby3s-Kv1_UlMI5P5a&). Nintendo. Archived from the original (https://www.nintendo.com/gamemini?gameid=0nKucR8rpyfV9ktby3s-Kv1_UlMI5P5a&) on January 16, 2007.
108. Casamassina, Matt (July 15, 2008). "E3 2008: Miyamoto Says New Zelda for Wii Progressing" (http://www.ign.com/articles/2008/07/16/e3-2008-miyamoto-says-new-zelda-for-wii-progressing). *IGN Wii*. IGN Entertainment, Inc. Archived (https://web.archive.org/web/20140222085538/http://www.ign.com/articles/2008/07/16/e3-2008-miyamoto-says-new-zelda-for-wii-progressing) from the original on February 22, 2014. Retrieved July 16, 2008.
109. Kohler, Chris (November 2, 2009). "Wii Zelda Uses MotionPlus for Swordplay, Targeting" (https://www.wired.com/gamelife/2009/11/zelda-wii/). *Wired*. Archived (https://web.archive.org/web/20100726050536/http://www.wired.com/gamelife/2009/11/zelda-wii) from the original on July 26, 2010. Retrieved December 13, 2010.
110. McWhertor, Michael (February 17, 2021). "The Legend of Zelda: Skyward Sword coming to Nintendo Switch" (https://www.polygon.com/2021/2/17/21371925/legend-of-zelda-skyward-sword-nintendo-switch-release-date). *Polygon*. Archived (https://web.archive.org/web/20210217234002/https://www.polygon.com/2021/2/17/21371925/legend-of-zelda-skyward-sword-nintendo-switch-release-date) from the original on February 17, 2021. Retrieved February 17, 2021.
111. Aonuma, Eiji (November 4, 2011). "Interview with Eiji Aonuma and Koji Kondo" (https://web.archive.org/web/20111106043407/http://ez.mygames.pt/wii/accao/the-legend-of-zelda-skyward-sword/especial/entrevista-com-eiji-aonuma-e-koji-kondo-682/). *MyGames* (Interview) (in Portuguese). Interviewed by Daniel Silvestre. Archived from the original (http://ez.mygames.pt/wii/accao/the-legend-of-zelda-skyward-sword/especial/entrevista-com-eiji-aonuma-e-koji-kondo-682/) on November 6, 2011. Retrieved March 2, 2015.
112. Brian Ashcraft (April 17, 2013). "The Next 3DS Zelda Is Set In The World Of Link To The Past" (https://kotaku.com/nintendo-is-making-the-legend-of-zelda-a-link-to-the-p-474844199). Kotaku. Archived (https://web.archive.org/web/20130420011808/http://kotaku.com/nintendo-is-making-the-legend-of-zelda-a-link-to-the-p-474844199) from the original on April 20, 2013. Retrieved April 17, 2013.
113. Otero, Jose (June 16, 2015). "E3 2015: The Legend of Zelda: Triforce Heroes Revealed for 3DS" (http://www.ign.com/articles/2015/06/16/e3-2015-the-legend-of-zelda-triforce-heroes-revealed-for-3ds). *IGN*. Ziff Davis. Archived (https://web.archive.org/web/20150616230446/http://www.ign.com/articles/2015/06/16/e3-2015-the-legend-of-zelda-triforce-heroes-revealed-for-3ds) from the original on June 16, 2015. Retrieved June 16, 2015.
114. Phil Kollar (September 11, 2011). "Aonuma Drops Hints On Zelda Wii U And Next Zelda For 3DS" (https://www.gameinformer.com/b/news/archive/2011/09/11/aonuma-drops-hints-on-zelda-wii-u-and-next-zelda-for-3ds.aspx). *Game Informer*. Archived (https://web.archive.org/web/20220406170553/https://www.gameinformer.com/b/news/archive/2011/09/11/aonuma-drops-hints-on-zelda-wii-u-and-next-zelda-for-3ds.aspx) from the original on April 6, 2022. Retrieved October 16, 2011.
115. McWhertor, Michael (March 27, 2015). "The Legend of Zelda Wii U delayed beyond 2015, skipping E3" (http://www.polygon.com/2015/3/27/8303247/the-legend-of-zelda-wii-u-delayed-beyond-2015). *Polygon*. Vox Media. Archived (https://web.archive.org/web/20150328202911/http://www.polygon.com/2015/3/27/8303247/the-legend-of-zelda-wii-u-delayed-beyond-2015) from the original on March 28, 2015. Retrieved March 28, 2015.

116. Tassi, Paul (March 27, 2015). "Nintendo Announces The Wii U's 'Legend of Zelda' Won't Be Seen In 2015" (https://www.forbes.com/sites/insertcoin/2015/03/27/nintendo-announces-the-wii-us-legend-of-zelda-wont-be-seen-in-2015/). *Forbes*. Archived (https://web.archive.org/web/20150328070445/http://www.forbes.com/sites/insertcoin/2015/03/27/nintendo-announces-the-wii-us-legend-of-zelda-wont-be-seen-in-2015/) from the original on March 28, 2015. Retrieved March 28, 2015.
117. Vogel, Mitch (April 27, 2016). "The Legend of Zelda Wii U Has Been Pushed Back to 2017, Will Release on NX As Well" (http://www.nintendolife.com/news/2016/04/the_legend_of_zelda_wii_u_has_been_pushed_back_to_2017_will_release_on_nx_as_well). *Nintendo Life*. Gamer Network. Archived (https://web.archive.org/web/20160427195214/http://www.nintendolife.com/news/2016/04/the_legend_of_zelda_wii_u_has_been_pushed_back_to_2017_will_release_on_nx_as_well) from the original on April 27, 2016. Retrieved April 27, 2016.
118. "Breath Of The Wild Sequel Delayed To 2023, Nintendo Apologizes" (https://kotaku.com/botw-2-breath-of-the-wild-sequel-delay-nintendo-switch-1848719035). *Kotaku*. March 29, 2022. Archived (https://web.archive.org/web/20220410111018/https://kotaku.com/botw-2-breath-of-the-wild-sequel-delay-nintendo-switch-1848719035) from the original on April 10, 2022. Retrieved April 11, 2022.
119. Robinson, Andy (September 13, 2022). "Zelda: BoTW's sequel is officially releasing in May 2023 as 'Tears of the Kingdom' " (https://www.videogameschronicle.com/news/zelda-botws-sequel-is-officially-releasing-in-may-2023-as-tears-of-the-kingdom/). *Video Games Chronicle*. Archived (https://web.archive.org/web/20220913162244/https://www.videogameschronicle.com/news/zelda-botws-sequel-is-officially-releasing-in-may-2023-as-tears-of-the-kingdom/) from the original on September 13, 2022. Retrieved September 14, 2022.
120. Dinsdale, Ryan (June 18, 2024). "The Legend of Zelda: Echoes of Wisdom Announced for Nintendo Switch With Zelda as Protagonist" (https://www.ign.com/articles/the-legend-of-zelda-echoes-of-wisdom-announced-for-nintendo-switch-with-zelda-as-protagonist). *IGN*. Archived (https://web.archive.org/web/20240618143419/https://www.ign.com/articles/the-legend-of-zelda-echoes-of-wisdom-announced-for-nintendo-switch-with-zelda-as-protagonist) from the original on June 18, 2024. Retrieved June 18, 2024.
121. Norris, Jon. "The Legend of Zelda Pinball Machine (https://archive.today/20150410012712/http://www.norrispinball.com/blog/?p=30)". Norrispinball.com. June 17, 2014.
122. "GDC 2004: The History of Zelda" (https://www.ign.com/articles/2004/03/26/gdc-2004-the-history-of-zelda?page=3). *IGN*. March 25, 2019. Archived (https://web.archive.org/web/20150213041405/http://www.ign.com/articles/2004/03/26/gdc-2004-the-history-of-zelda?page=3) from the original on February 13, 2015. Retrieved October 5, 2019.
123. "IGN: Miyamoto and Aonuma on Zelda" (https://www.ign.com/articles/2002/12/04/miyamoto-and-aonuma-on-zelda?page=5). *IGN*. December 4, 2002. Archived (https://web.archive.org/web/20150213041447/http://www.ign.com/articles/2002/12/04/miyamoto-and-aonuma-on-zelda?page=5) from the original on February 13, 2015. Retrieved October 10, 2014.
124. Miyamoto, Shigeru (August 28, 2000). "Miyamoto Roundtable: Game designer Shigeru Miyamoto talks to the press about Gamecube, N64 and GBA" (https://www.ign.com/articles/2000/08/29/miyamoto-roundtable). *IGN* (Interview). Interviewed by IGN Staff. Archived (https://web.archive.org/web/20160812153604/http://www.ign.com/articles/2000/08/29/miyamoto-roundtable) from the original on August 12, 2016. Retrieved August 8, 2016.
125. "Miyamoto Speaks on Zelda GBC" (http://www.ign.com/articles/1999/08/24/miyamoto-speaks-on-zelda-gbc). *IGN*. August 23, 1999. Archived (https://web.archive.org/web/20070206125650/http://gameboy.ign.com/articles/069/069793p1.html) from the original on February 6, 2007. Retrieved January 2, 2008.
126. "The Legend of Zelda: The Third Oracle profile" (https://web.archive.org/web/20121008224208/http://www.ign.com/games/the-legend-of-zelda-the-third-oracle-unofficial-title/gbc-873036). *IGN*. Archived from the original (http://www.ign.com/games/the-legend-of-zelda-the-third-oracle-unofficial-title/gbc-873036) on October 8, 2012. Retrieved January 2, 2008.

127. "Okamoto on Zelda" (http://www.ign.com/articles/1999/09/17/okamoto-on-zelda). *IGN*. November 16, 1999. Archived (https://web.archive.org/web/20121015200854/http://www.ign.com/articles/1999/09/17/okamoto-on-zelda) from the original on October 15, 2012. Retrieved January 2, 2008.
128. "Official US Names for Tri-Force series" (http://www.ign.com/articles/2000/05/14/official-us-names-for-tri-force-series). *IGN*. May 13, 2000. Archived (https://web.archive.org/web/20131012043341/http://www.ign.com/articles/2000/05/14/official-us-names-for-tri-force-series) from the original on October 12, 2013. Retrieved January 2, 2008.
129. "The Legend of Zelda: Oracle of Seasons Interview" (https://web.archive.org/web/20050311025108/http://www.nintendo.com/gamedev?gameid=m-Game-0000-314). Nintendo. 2001. Archived from the original (https://www.nintendo.com/gamedev?gameid=m-Game-0000-314) on March 11, 2005. Retrieved March 30, 2007.
130. "Zelda's Tri-Force Down To Two" (http://www.ign.com/articles/2000/07/25/zeldas-tri-force-down-to-two). *IGN*. July 24, 2000. Archived (https://web.archive.org/web/20130614233422/http://www.ign.com/articles/2000/07/25/zeldas-tri-force-down-to-two) from the original on June 14, 2013. Retrieved January 2, 2008.
131. *Pop-Fiction Episode 9: The Invisible Man* (http://www.gametrailers.com/full-episodes/lo03bd/pop-fiction-episode-14--the-invisible-man) (Flash video). GameTrailers. July 29, 2011. Archived (https://web.archive.org/web/20130115143835/http://www.gametrailers.com/full-episodes/lo03bd/pop-fiction-episode-14--the-invisible-man) from the original on January 15, 2013. Retrieved August 2, 2011.
132. "Nintendo Has Crushed Your Dreams of a Zelda 25th Anniversary Compilation" (https://kotaku.com/5812859/nintendo-has-crushed-your-dreams-of-a-zelda-25th-anniversary-compilation). Kotaku. June 17, 2011. Archived (https://web.archive.org/web/20110618132841/http://kotaku.com/5812859/nintendo-has-crushed-your-dreams-of-a-zelda-25th-anniversary-compilation) from the original on June 18, 2011. Retrieved June 17, 2011.
133. Phillips, Tom (May 6, 2020). "Artwork reveals Retro Studios' cancelled The Legend of Zelda project" (https://www.eurogamer.net/artwork-reveals-cancelled-the-legend-of-zelda-project-starring-sheik). *Eurogamer*. Gamer Network. Archived (https://web.archive.org/web/20220905161521/https://www.eurogamer.net/artwork-reveals-cancelled-the-legend-of-zelda-project-starring-sheik) from the original on September 5, 2022. Retrieved September 5, 2022.
134. Nightingale, Ed (September 5, 2022). "Retro Studios' unreleased Zelda project was "an experiment gone wrong" " (https://www.eurogamer.net/retro-studios-unreleased-zelda-project-was-an-experiment-gone-wrong). *Eurogamer*. Gamer Network. Archived (https://web.archive.org/web/20220905161537/https://www.eurogamer.net/retro-studios-unreleased-zelda-project-was-an-experiment-gone-wrong) from the original on September 5, 2022. Retrieved September 5, 2022.
135. Doolan, Liam (September 4, 2022). "Metroid Prime Dev Retro Studios Pitched A Zelda Game Called 'Heroes Of Hyrule' " (https://www.nintendolife.com/news/2022/09/metroid-prime-dev-retro-studios-pitched-a-zelda-game-called-heroes-of-hyrule). *Nintendo Life*. Gamer Network. Archived (https://web.archive.org/web/20220905161520/https://www.nintendolife.com/news/2022/09/metroid-prime-dev-retro-studios-pitched-a-zelda-game-called-heroes-of-hyrule) from the original on September 5, 2022. Retrieved September 5, 2022.
136. Makuch, Eddie (March 7, 2016). "Legend of Zelda Picross Revealed As "My Nintendo" Bonus - Report" (http://www.gamespot.com/articles/legend-of-zelda-picross-revealed-as-my-nintendo-bo/1100-6435416/). *GameSpot*. CBS Interactive. Archived (https://web.archive.org/web/20160404231453/http://www.gamespot.com/articles/legend-of-zelda-picross-revealed-as-my-nintendo-bo/1100-6435416/) from the original on April 4, 2016. Retrieved April 4, 2016.
137. "My Nintendo Picross: The Legend of Zelda: Twilight Princess" (https://my.nintendo.com/rewards/e0bd3a7355ae978b). *My Nintendo*. 2016. Archived (https://web.archive.org/web/20160416143433/https://my.nintendo.com/rewards/e0bd3a7355ae978b) from the original on April 16, 2016. Retrieved April 16, 2016.

138. Webster, Andrew (March 20, 2019). "Cadence of Hyrule is an indie-developed Zelda spinoff for the Switch" (https://www.theverge.com/2019/3/20/18273199/cadence-of-hyrule-zelda-spinoff-nintendo-switch). *The Verge*. Archived (https://web.archive.org/web/20190321133858/https://www.theverge.com/2019/3/20/18273199/cadence-of-hyrule-zelda-spinoff-nintendo-switch) from the original on March 21, 2019. Retrieved March 20, 2019.
139. Hilliard, Kyle (June 11, 2014). "Eiji Aonuma Addresses Hyrule Warriors' Place In The Zelda Timeline" (https://www.gameinformer.com/b/news/archive/2014/06/11/eiji-aonuma-addresses-hyrule-warriors-place-in-the-zelda-timeline.aspx). *Game Informer*. Archived (https://web.archive.org/web/20141012145314/http://www.gameinformer.com/b/news/archive/2014/06/11/eiji-aonuma-addresses-hyrule-warriors-place-in-the-zelda-timeline.aspx) from the original on October 12, 2014. Retrieved November 17, 2014. "The universe of *Hyrule Warriors* really is sort of a different universe and it is connected to the timeline of the *Zelda* series, but it is connected to several different games throughout the series."
140. Webster, Andrew (September 8, 2020). "Hyrule Warriors: Age of Calamity is a new Zelda action game for the Switch" (https://www.theverge.com/2020/9/8/21427031/hyrule-warrriors-age-of-calamity-nintendo-switch-zelda). *The Verge*. Archived (https://web.archive.org/web/20201018113130/https://www.theverge.com/2020/9/8/21427031/hyrule-warrriors-age-of-calamity-nintendo-switch-zelda) from the original on October 18, 2020. Retrieved September 8, 2020.
141. "Breath of the Wild now the second highest-selling Zelda game" (https://nintendoeverything.com/breath-of-the-wild-now-the-second-highest-selling-zelda-game/). *Nintendo Everything*. January 31, 2018. Archived (https://web.archive.org/web/20180802011543/https://nintendoeverything.com/breath-of-the-wild-now-the-second-highest-selling-zelda-game/) from the original on August 2, 2018. Retrieved August 1, 2018.
142. "*The Legend of Zelda* Reviews" (https://www.gamerankings.com/nes/563433-the-legend-of-zelda/index.html). GameRankings. Archived (https://web.archive.org/web/20140103100327/http://www.gamerankings.com/nes/563433-the-legend-of-zelda/index.html) from the original on January 3, 2014. Retrieved January 4, 2014.
143. "*Classic NES Series: The Legend of Zelda* Reviews" (https://www.gamerankings.com/gba/919777-classic-nes-series-the-legend-of-zelda/index.html). GameRankings. Archived (https://web.archive.org/web/20110129024608/http://www.gamerankings.com/gba/919777-classic-nes-series-the-legend-of-zelda/index.html) from the original on January 29, 2011. Retrieved April 30, 2011.
144. "Classic NES Series: The Legend of Zelda" (https://www.metacritic.com/game/the-legend-of-zelda/critic-reviews/?platform=game-boy-advance). *Metacritic*. Archived (https://web.archive.org/web/20230130151554/https://www.metacritic.com/game/game-boy-advance/classic-nes-series-the-legend-of-zelda) from the original on January 30, 2023. Retrieved January 30, 2023.
145. "*Zelda II: The Adventure of Link* Reviews" (https://www.gamerankings.com/nes/563487-zelda-ii-the-adventure-of-link/index.html). GameRankings. Archived (https://web.archive.org/web/20131025103803/http://www.gamerankings.com/nes/563487-zelda-ii-the-adventure-of-link/index.html) from the original on October 25, 2013. Retrieved April 30, 2011.
146. "*Classic NES Series: Zelda II: The Adventure of Link* Reviews" (https://www.gamerankings.com/gba/921925-/index.html). GameRankings. Archived (https://web.archive.org/web/20110605182020/http://www.gamerankings.com/gba/921925-/index.html) from the original on June 5, 2011. Retrieved April 30, 2011.
147. "Classic NES Series: Zelda II: The Adventure of Link" (https://www.metacritic.com/game/zelda-ii-the-adventure-of-link/critic-reviews/?platform=game-boy-advance). *Metacritic*. Archived (https://web.archive.org/web/20230130151552/https://www.metacritic.com/game/game-boy-advance/classic-nes-series-zelda-ii-the-adventure-of-link) from the original on January 30, 2023. Retrieved January 30, 2023.
148. *2021 CESAゲーム白書 (2021 CESA Games White Paper)* (in Japanese). Japan: Computer Entertainment Supplier's Association. 2022. ISBN 978-4-902346-43-5.

149. "*The Legend of Zelda: A Link to the Past* Reviews" (https://www.gamerankings.com/snes/588436-the-legend-of-zelda-a-link-to-the-past/index.html). GameRankings. Archived (https://web.archive.org/web/20141230163506/http://www.gamerankings.com/snes/588436-the-legend-of-zelda-a-link-to-the-past/index.html) from the original on December 30, 2014. Retrieved April 30, 2011.
150. "*The Legend of Zelda: A Link to the Past & Four Swords* Reviews" (https://www.gamerankings.com/gba/561559-the-legend-of-zelda-a-link-to-the-past/index.html). GameRankings. Archived (https://web.archive.org/web/20100413171537/http://www.gamerankings.com/gba/561559-the-legend-of-zelda-a-link-to-the-past/index.html) from the original on April 13, 2010. Retrieved April 30, 2011.
151. "The Legend of Zelda: A Link to the Past" (https://www.metacritic.com/game/the-legend-of-zelda-a-link-to-the-past-four-swords/critic-reviews/?platform=game-boy-advance). *Metacritic*. Archived (https://web.archive.org/web/20230130151550/https://www.metacritic.com/game/game-boy-advance/the-legend-of-zelda-a-link-to-the-past) from the original on January 30, 2023. Retrieved January 30, 2023.
152. *2023CESAゲーム白書 (2023 CESA Games White Papers)*. Computer Entertainment Supplier's Association. 2023. p. 196. ISBN 978-4-902346-47-3.
153. "*The Legend of Zelda: Link's Awakening* Reviews" (https://www.gamerankings.com/gameboy/563277-the-legend-of-zelda-links-awakening/index.html). GameRankings. Archived (https://web.archive.org/web/20110526041529/http://www.gamerankings.com/gameboy/563277-the-legend-of-zelda-links-awakening/index.html) from the original on May 26, 2011. Retrieved April 30, 2011.
154. "*The Legend of Zelda: Link's Awakening DX* Reviews" (https://www.gamerankings.com/gbc/197769-the-legend-of-zelda-links-awakening-dx/index.html). GameRankings. Archived (https://web.archive.org/web/20110526024526/http://www.gamerankings.com/gbc/197769-the-legend-of-zelda-links-awakening-dx/index.html) from the original on May 26, 2011. Retrieved April 30, 2011.
155. "*The Legend of Zelda: Link's Awakening* Reviews" (https://www.gamerankings.com/switch/258622-the-legend-of-zelda-links-awakening/index.html). *GameRankings*. CBS Interactive. Archived (https://web.archive.org/web/20190921074602/https://www.gamerankings.com/switch/258622-the-legend-of-zelda-links-awakening/index.html) from the original on September 21, 2019. Retrieved September 21, 2019.
156. "*The Legend of Zelda: Link's Awakening* Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-links-awakening/critic-reviews/?platform=nintendo-switch). *Metacritic*. CBS Interactive. Archived (https://web.archive.org/web/20191215053712/https://www.metacritic.com/game/switch/the-legend-of-zelda-links-awakening) from the original on December 15, 2019. Retrieved September 21, 2019.
157. "*The Legend of Zelda: Ocarina of Time* Reviews" (https://www.gamerankings.com/n64/197771-the-legend-of-zelda-ocarina-of-time/index.html). GameRankings. Archived (https://web.archive.org/web/20090306073307/http://www.gamerankings.com/n64/197771-the-legend-of-zelda-ocarina-of-time/index.html) from the original on March 6, 2009. Retrieved April 30, 2011.
158. "*The Legend of Zelda: Ocarina of Time / Master Quest* Reviews" (https://www.gamerankings.com/gamecube/564226-/index.html). GameRankings. Archived (https://web.archive.org/web/20090309095105/http://www.gamerankings.com/gamecube/564226-/index.html) from the original on March 9, 2009. Retrieved April 30, 2011.
159. "*The Legend of Zelda: Ocarina of Time 3D* Reviews" (https://www.gamerankings.com/3ds/997842-the-legend-of-zelda-ocarina-of-time-3d/index.html). GameRankings. Archived (https://web.archive.org/web/20170129092124/http://www.gamerankings.com/3ds/997842-the-legend-of-zelda-ocarina-of-time-3d/index.html) from the original on January 29, 2017. Retrieved April 30, 2011.

160. "*The Legend of Zelda: Ocarina of Time* Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-ocarina-of-time/critic-reviews/?platform=nintendo-64). *Metacritic*. Archived (https://web.archive.org/web/20101121132259/http://www.metacritic.com/game/nintendo-64/the-legend-of-zelda-ocarina-of-time) from the original on November 21, 2010. Retrieved April 30, 2011.
161. "*The Legend of Zelda: Ocarina of Time / Master Quest* Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-ocarina-of-time-master-quest-2002/critic-reviews/?platform=gamecube). *Metacritic*. Archived (https://web.archive.org/web/20101219052732/http://www.metacritic.com/game/gamecube/the-legend-of-zelda-ocarina-of-time-master-quest) from the original on December 19, 2010. Retrieved April 30, 2011.
162. "*The Legend of Zelda: Ocarina of Time 3D* Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-ocarina-of-time-3d/critic-reviews/?platform=3ds). *Metacritic*. Archived (https://web.archive.org/web/20170204092536/http://www.metacritic.com/game/3ds/the-legend-of-zelda-ocarina-of-time-3d) from the original on February 4, 2017. Retrieved April 30, 2011.
163. "*The Legend of Zelda: Majora's Mask* Reviews" (https://www.gamerankings.com/n64/197770-the-legend-of-zelda-majoras-mask/index.html). GameRankings. Archived (https://web.archive.org/web/20110508011721/http://www.gamerankings.com/n64/197770-the-legend-of-zelda-majoras-mask/index.html) from the original on May 8, 2011. Retrieved April 30, 2011.
164. "*The Legend of Zelda: Majora's Mask 3D* Reviews" (https://www.gamerankings.com/3ds/877120-the-legend-of-zelda-majoras-mask-3d/index.html). GameRankings. Archived (https://web.archive.org/web/20150315012959/http://www.gamerankings.com/3ds/877120-the-legend-of-zelda-majoras-mask-3d/index.html) from the original on March 15, 2015. Retrieved March 12, 2015.
165. "*The Legend of Zelda: Majora's Mask* Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-majoras-mask/critic-reviews/?platform=nintendo-64). *Metacritic*. Archived (https://web.archive.org/web/20170509213517/http://www.metacritic.com/game/nintendo-64/the-legend-of-zelda-majoras-mask) from the original on May 9, 2017. Retrieved April 30, 2011.
166. "*The Legend of Zelda: Majora's Mask 3D* Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-majoras-mask-3d/critic-reviews/?platform=3ds). *Metacritic*. Archived (https://web.archive.org/web/20201111190412/https://www.metacritic.com/game/3ds/the-legend-of-zelda-majoras-mask-3d) from the original on November 11, 2020. Retrieved March 12, 2015.
167. "*The Legend of Zelda: Oracle of Seasons* Reviews" (https://www.gamerankings.com/gbc/198972-the-legend-of-zelda-oracle-of-seasons/index.html). GameRankings. Archived (https://web.archive.org/web/20180919192035/http://www.gamerankings.com/gbc/198972-the-legend-of-zelda-oracle-of-seasons/index.html) from the original on September 19, 2018. Retrieved April 30, 2011.
168. "*The Legend of Zelda: Oracle of Ages* Reviews" (https://www.gamerankings.com/gbc/472313-the-legend-of-zelda-oracle-of-ages/index.html). GameRankings. Archived (https://web.archive.org/web/20170308055105/http://www.gamerankings.com/gbc/472313-the-legend-of-zelda-oracle-of-ages/index.html) from the original on March 8, 2017. Retrieved April 30, 2011.
169. "The Legend of Zelda: A Link to the Past & Four Swords Reviews" (https://www.gamerankings.com/gba/561559-the-legend-of-zelda-a-link-to-the-past/index.html). GameRankings. Archived (https://web.archive.org/web/20100413171537/http://www.gamerankings.com/gba/561559-the-legend-of-zelda-a-link-to-the-past/index.html) from the original on April 13, 2010. Retrieved December 21, 2010.
170. "*The Legend of Zelda: Four Swords Anniversary Edition* Reviews" (https://www.gamerankings.com/ds/632929-the-legend-of-zelda-four-swords-anniversary-edition/index.html). GameRankings. Archived (https://web.archive.org/web/20140103093242/http://www.gamerankings.com/ds/632929-the-legend-of-zelda-four-swords-anniversary-edition/index.html) from the original on January 3, 2014. Retrieved April 30, 2011.

171. "Legend Of Zelda: A Link to the Past, The (gba: 2002): Reviews" (https://web.archive.org/web/20080604051634/http://www.metacritic.com/games/platforms/gba/legendofzeldaalinktothepast). *Metacritic*. Archived from the original (https://www.metacritic.com/games/platforms/gba/legendofzeldaalinktothepast) on June 4, 2008. Retrieved January 20, 2011.
172. "*The Legend of Zelda: Four Swords Anniversary Edition* Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-four-swords-anniversary-editi/critic-reviews/?platform=ds). *Metacritic*. Archived (https://web.archive.org/web/20140418213602/http://www.metacritic.com/game/ds/the-legend-of-zelda-four-swords-anniversary-edition) from the original on April 18, 2014. Retrieved January 2, 2014.
173. *2020CESAゲーム白書 (2020 CESA Games White Papers)*. Computer Entertainment Supplier's Association. 2020. ISBN 978-4-902346-42-8.
174. "Top Selling Title Sales Unit (Wii U)" (https://www.nintendo.co.jp/ir/en/finance/software/wiiu.html). *Nintendo*. Nintendo Co., Ltd. Archived (https://web.archive.org/web/20230509075744/https://www.nintendo.co.jp/ir/en/finance/software/wiiu.html) from the original on May 9, 2023. Retrieved May 9, 2023.
175. "*The Legend of Zelda: The Wind Waker* Reviews" (https://www.gamerankings.com/gamecube/469050-the-legend-of-zelda-the-wind-waker/index.html). GameRankings. Archived (https://web.archive.org/web/20170129091127/http://www.gamerankings.com/gamecube/469050-the-legend-of-zelda-the-wind-waker/index.html) from the original on January 29, 2017. Retrieved April 30, 2011.
176. "*The Legend of Zelda: The Wind Waker HD* Reviews" (https://www.gamerankings.com/wii-u/701110-the-legend-of-zelda-the-wind-waker-hd/index.html). GameRankings. Archived (https://web.archive.org/web/20170129094309/http://www.gamerankings.com/wii-u/701110-the-legend-of-zelda-the-wind-waker-hd/index.html) from the original on January 29, 2017. Retrieved December 5, 2013.
177. "*The Legend of Zelda: The Wind Waker* Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-the-wind-waker/critic-reviews/?platform=gamecube). *Metacritic*. Archived (https://web.archive.org/web/20170811205841/http://www.metacritic.com/game/gamecube/the-legend-of-zelda-the-wind-waker) from the original on August 11, 2017. Retrieved April 30, 2011.
178. "*The Legend of Zelda: The Wind Waker HD* Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-the-wind-waker-hd/critic-reviews/?platform=wii-u). *Metacritic*. Archived (https://web.archive.org/web/20170812133549/http://www.metacritic.com/game/wii-u/the-legend-of-zelda-the-wind-waker-hd) from the original on August 12, 2017. Retrieved October 5, 2013.
179. "*The Legend of Zelda: Four Swords Adventures* Reviews" (https://www.gamerankings.com/gamecube/914976-the-legend-of-zelda-four-swords-adventures/index.html). GameRankings. Archived (https://web.archive.org/web/20110606053422/http://www.gamerankings.com/gamecube/914976-the-legend-of-zelda-four-swords-adventures/index.html) from the original on June 6, 2011. Retrieved April 30, 2011.
180. "*The Legend of Zelda: Four Swords Adventures* Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-four-swords-adventures/critic-reviews/?platform=gamecube). *Metacritic*. Archived (https://web.archive.org/web/20110401101034/http://www.metacritic.com/game/gamecube/the-legend-of-zelda-four-swords-adventures) from the original on April 1, 2011. Retrieved April 30, 2011.
181. "*The Legend of Zelda: The Minish Cap* Reviews" (https://www.gamerankings.com/gba/920670-the-legend-of-zelda-the-minish-cap/index.html). GameRankings. Archived (https://web.archive.org/web/20110606020102/http://www.gamerankings.com/gba/920670-the-legend-of-zelda-the-minish-cap/index.html) from the original on June 6, 2011. Retrieved April 30, 2011.

182. "*The Legend of Zelda: The Minish Cap* Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-the-minish-cap/critic-reviews/?platform=game-boy-advance). *Metacritic*. Archived (https://web.archive.org/web/20120626140802/http://www.metacritic.com/game/game-boy-advance/the-legend-of-zelda-the-minish-cap) from the original on June 26, 2012. Retrieved April 30, 2011.
183. "ゼルダの伝説 トワイライトプリンセス HD" (https://www.nintendo.co.jp/titles/20010000019307) [The Legend of Zelda: Twilight Princess HD]. *Nintendo*. Archived (https://web.archive.org/web/20160304155123/https://www.nintendo.co.jp/titles/20010000019307) from the original on March 4, 2016. Retrieved November 23, 2021.
184. "*The Legend of Zelda: Twilight Princess* Reviews" (https://www.gamerankings.com/gamecube/920769-the-legend-of-zelda-twilight-princess/index.html). GameRankings. Archived (https://web.archive.org/web/20110414171322/http://www.gamerankings.com/gamecube/920769-the-legend-of-zelda-twilight-princess/index.html) from the original on April 14, 2011. Retrieved April 30, 2011.
185. "*The Legend of Zelda: Twilight Princess* Reviews" (https://www.gamerankings.com/wii/928519-the-legend-of-zelda-twilight-princess/index.html). GameRankings. Archived (https://web.archive.org/web/20170414070829/http://www.gamerankings.com/wii/928519-the-legend-of-zelda-twilight-princess/index.html) from the original on April 14, 2017. Retrieved April 30, 2011.
186. "The Legend of Zelda: Twilight Princess HD Reviews" (https://www.gamerankings.com/wii-u/183128-the-legend-of-zelda-twilight-princess-hd/index.html). *GameRankings*. CBS Interactive. Archived (https://web.archive.org/web/20160408023118/http://www.gamerankings.com/wii-u/183128-the-legend-of-zelda-twilight-princess-hd/index.html) from the original on April 8, 2016. Retrieved April 6, 2016.
187. "*The Legend of Zelda: Twilight Princess* Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-twilight-princess/critic-reviews/?platform=gamecube). *Metacritic*. Archived (https://web.archive.org/web/20101123210643/http://www.metacritic.com/game/gamecube/the-legend-of-zelda-twilight-princess) from the original on November 23, 2010. Retrieved April 30, 2011.
188. "*The Legend of Zelda: Twilight Princess* Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-twilight-princess/critic-reviews/?platform=wii). *Metacritic*. Archived (https://web.archive.org/web/20150320124400/http://www.metacritic.com/game/wii/the-legend-of-zelda-twilight-princess) from the original on March 20, 2015. Retrieved April 30, 2011.
189. "The Legend of Zelda: Twilight Princess HD for Wii U Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-twilight-princess-hd/critic-reviews/?platform=wii-u). *Metacritic*. CBS Interactive. Archived (https://web.archive.org/web/20200929122034/https://www.metacritic.com/game/wii-u/the-legend-of-zelda-twilight-princess-hd) from the original on September 29, 2020. Retrieved April 29, 2016.
190. "*The Legend of Zelda: Phantom Hourglass* Reviews" (https://www.gamerankings.com/ds/932377-the-legend-of-zelda-phantom-hourglass/index.html). GameRankings. Archived (https://web.archive.org/web/20110514152242/http://www.gamerankings.com/ds/932377-the-legend-of-zelda-phantom-hourglass/index.html) from the original on May 14, 2011. Retrieved April 30, 2011.
191. "*The Legend of Zelda: Phantom Hourglass* Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-phantom-hourglass/critic-reviews/?platform=ds). *Metacritic*. Archived (https://web.archive.org/web/20110510152811/http://www.metacritic.com/game/ds/the-legend-of-zelda-phantom-hourglass) from the original on May 10, 2011. Retrieved April 30, 2011.
192. "*The Legend of Zelda: Spirit Tracks* Reviews" (https://www.gamerankings.com/ds/959019-the-legend-of-zelda-spirit-tracks/index.html). GameRankings. Archived (https://web.archive.org/web/20110718221156/http://www.gamerankings.com/ds/959019-the-legend-of-zelda-spirit-tracks/index.html) from the original on July 18, 2011. Retrieved April 30, 2011.

193. "*The Legend of Zelda: Spirit Tracks* Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-spirit-tracks/critic-reviews/?platform=ds). *Metacritic*. Archived (https://web.archive.org/web/20120315040135/http://www.metacritic.com/game/ds/the-legend-of-zelda-spirit-tracks) from the original on March 15, 2012. Retrieved April 30, 2011.
194. *2022CESAゲーム白書 (2022 CESA Games White Papers)*. Computer Entertainment Supplier's Association. 2022. ISBN 978-4-902346-45-9.
195. "*The Legend of Zelda: Skyward Sword* Reviews" (https://www.gamerankings.com/wii/960633-the-legend-of-zelda-skyward-sword/index.html). GameRankings. Archived (https://web.archive.org/web/20120806060845/http://www.gamerankings.com/wii/960633-the-legend-of-zelda-skyward-sword/index.html) from the original on August 6, 2012. Retrieved April 30, 2011.
196. "*The Legend of Zelda: Skyward Sword* Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-skyward-sword/critic-reviews/?platform=wii). *Metacritic*. Archived (https://web.archive.org/web/20160404210706/http://www.metacritic.com/game/wii/the-legend-of-zelda-skyward-sword) from the original on April 4, 2016. Retrieved April 30, 2011.
197. "*The Legend of Zelda: Skyward Sword* Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-skyward-sword-hd/critic-reviews/?platform=nintendo-switch). *Metacritic*. Archived (https://web.archive.org/web/20211104114658/https://www.metacritic.com/game/switch/the-legend-of-zelda-skyward-sword-hd) from the original on November 4, 2021. Retrieved November 4, 2021.
198. "*The Legend of Zelda: A Link Between Worlds* Reviews" (https://www.gamerankings.com/3ds/711412-the-legend-of-zelda-a-link-between-worlds/index.html). GameRankings. Archived (https://web.archive.org/web/20140113130636/http://www.gamerankings.com/3ds/711412-the-legend-of-zelda-a-link-between-worlds/index.html) from the original on January 13, 2014. Retrieved January 4, 2014.
199. "*The Legend of Zelda: A Link Between Worlds* Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-a-link-between-worlds/critic-reviews/?platform=3ds). *Metacritic*. Archived (https://web.archive.org/web/20151226213652/http://www.metacritic.com/game/3ds/the-legend-of-zelda-a-link-between-worlds) from the original on December 26, 2015. Retrieved October 26, 2013.
200. "*The Legend of Zelda: Tri Force Heroes* Reviews" (https://www.gamerankings.com/3ds/168672-the-legend-of-zelda-triforce-heroes/index.html). *GameRankings*. CBS Interactive. Archived (https://web.archive.org/web/20160101181715/http://www.gamerankings.com/3ds/168672-the-legend-of-zelda-triforce-heroes/index.html) from the original on January 1, 2016. Retrieved December 28, 2015.
201. "*The Legend of Zelda: Tri Force Heroes* Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-triforce-heroes/critic-reviews/?platform=3ds). *Metacritic*. CBS Interactive. Archived (https://web.archive.org/web/20151026070735/http://www.metacritic.com/game/3ds/the-legend-of-zelda-triforce-heroes) from the original on October 26, 2015. Retrieved December 28, 2015.
202. "Top Selling Title Sales Unit (Nintendo Switch)" (https://www.nintendo.co.jp/ir/en/finance/software/index.html). *Nintendo*. Nintendo Co., Ltd. Archived (https://web.archive.org/web/20230803093441/https://www.nintendo.co.jp/ir/en/finance/software/index.html) from the original on August 3, 2023. Retrieved February 9, 2025.
203. "*The Legend of Zelda: Breath of the Wild* Reviews" (https://www.gamerankings.com/wii-u/632936-the-legend-of-zelda-breath-of-the-wild/index.html). *GameRankings*. CBS Interactive. Archived (https://web.archive.org/web/20191209144552/https://www.gamerankings.com/wii-u/632936-the-legend-of-zelda-breath-of-the-wild/index.html) from the original on December 9, 2019. Retrieved March 3, 2017.

204. "*The Legend of Zelda: Breath of the Wild* Reviews" (https://www.gamerankings.com/switch/189707-the-legend-of-zelda-breath-of-the-wild/index.html). *GameRankings*. CBS Interactive. Archived (https://web.archive.org/web/20170303045712/http://www.gamerankings.com/switch/189707-the-legend-of-zelda-breath-of-the-wild/index.html) from the original on March 3, 2017. Retrieved March 3, 2017.
205. "The Legend of Zelda: Breath of the Wild" (https://www.metacritic.com/game/the-legend-of-zelda-breath-of-the-wild/critic-reviews/?platform=wii-u). *Metacritic*. Archived (https://web.archive.org/web/20230130151550/https://www.metacritic.com/game/wii-u/the-legend-of-zelda-breath-of-the-wild) from the original on January 30, 2023. Retrieved January 30, 2023.
206. "The Legend of Zelda: Breath of the Wild" (https://www.metacritic.com/game/the-legend-of-zelda-breath-of-the-wild/critic-reviews/?platform=nintendo-switch). *Metacritic*. Archived (https://web.archive.org/web/20230130151552/https://www.metacritic.com/game/switch/the-legend-of-zelda-breath-of-the-wild) from the original on January 30, 2023. Retrieved January 30, 2023.
207. "The Legend of Zelda: Tears of the Kingdom" (https://www.metacritic.com/game/the-legend-of-zelda-tears-of-the-kingdom/critic-reviews/?platform=nintendo-switch). *Metacritic*. Archived (https://web.archive.org/web/20230511230606/https://www.metacritic.com/game/switch/the-legend-of-zelda-tears-of-the-kingdom) from the original on May 11, 2023. Retrieved May 17, 2023.
208. "Nine Months Financial Results Briefing for the Fiscal Year Ending March 2025 (Online) - Financial Results Explanatory Material (with Notes)" (https://www.nintendo.co.jp/ir/pdf/2025/250204_4e.pdf) (PDF). *Nintendo*. February 4, 2025. Retrieved February 9, 2025.
209. "The Legend of Zelda: Echoes of Wisdom Reviews" (https://www.metacritic.com/game/the-legend-of-zelda-echoes-of-wisdom/). *Metacritic*. Retrieved September 25, 2024.
210. "Zelda: TotK is only the 6th game in 30 years to get both a 'Famitsu 40' and 'Edge 10' " (https://www.videogameschronicle.com/news/zelda-totk-is-only-the-6th-game-in-30-years-to-get-both-a-famitsu-40-and-edge-10/). *VGC*. May 17, 2023. Archived (https://web.archive.org/web/20230524120351/https://www.videogameschronicle.com/news/zelda-totk-is-only-the-6th-game-in-30-years-to-get-both-a-famitsu-40-and-edge-10/) from the original on May 24, 2023. Retrieved May 23, 2023.
211. "Legend of Zelda: Ocarina of Time (n64: 1998): Reviews" (https://web.archive.org/web/20150115070704/http://www.metacritic.com/redirectcritic?p=n64&g=legendofzeldaocarina). *Metacritic*. November 25, 1998. Archived from the original (https://www.metacritic.com/redirectcritic?p=n64&g=legendofzeldaocarina) on January 15, 2015. Retrieved May 5, 2007.
212. "Zelda Scores Big" (http://www.ign.com/articles/2002/12/11/zelda-scores-big). *IGN*. December 11, 2002. Archived (https://web.archive.org/web/20130630114851/http://www.ign.com/articles/2002/12/11/zelda-scores-big) from the original on June 30, 2013. Retrieved January 24, 2006.
213. Guinness World Records. "Guinness World Records Gamer's Edition – Records – Nintendo" (https://web.archive.org/web/20080405020333/http://gamers.guinnessworldrecords.com/records/nintendo.aspx). Archived from the original (http://gamers.guinnessworldrecords.com/records/nintendo.aspx) on April 5, 2008.
214. "Zelda The Wind Waker" (https://web.archive.org/web/20121102062547/http://www.computerandvideogames.com/91219/reviews/zelda-the-wind-waker-review/). *CVG*. Archived from the original (http://www.computerandvideogames.com/91219/reviews/zelda-the-wind-waker-review/) on November 2, 2012. Retrieved October 2, 2008.
215. "Legend of Zelda: Twilight Princess" (https://web.archive.org/web/20130528024247/http://www.computerandvideogames.com/149383/reviews/legend-of-zelda-twilight-princess-review/?skip=yes). *CVG*. Archived from the original (http://www.computerandvideogames.com/149383/reviews/legend-of-zelda-twilight-princess-review/?skip=yes) on May 28, 2013. Retrieved October 2, 2008.
216. "NP Top 200". *Nintendo Power*. Vol. 200. pp. 58–66.

217. "Game Rankings – Rankings" (https://web.archive.org/web/20070529180324/http://www.gamerankings.com/itemrankings/simpleratings.asp?rankings=y). Archived from the original (https://www.gamerankings.com/itemrankings/simpleratings.asp?rankings=y) on May 29, 2007. Retrieved May 18, 2008.
218. "IGN Best of 2007: Best Nintendo DS Game" (https://web.archive.org/web/20090425165642/http://uk.bestof.ign.com/2007/ds/25.html). *IGN*. Archived from the original (http://uk.bestof.ign.com/2007/ds/25.html) on April 25, 2009. Retrieved October 2, 2008.
219. "GameSpy's Game of the Year 2007: DS Top 10" (https://web.archive.org/web/20090129184014/http://goty.gamespy.com/2007/ds/12.html). GameSpy. Archived from the original (http://goty.gamespy.com/2007/ds/12.html) on January 29, 2009. Retrieved January 1, 2008.
220. "Video Game Awards: Mr. Miyamoto Accepts The Legend Of Zelda's Hall Of Fame Award" (http://www.spike.com/video-clips/rx16lg/video-game-awards-mr-miyamoto-accepts-the-legend-of-zeldas-hall-of-fame-award). Spike TV. Archived (https://web.archive.org/web/20120108042317/http://www.spike.com/video-clips/rx16lg/video-game-awards-mr-miyamoto-accepts-the-legend-of-zeldas-hall-of-fame-award) from the original on January 8, 2012. Retrieved November 15, 2011.
221. Zach Whalen (November 1, 2004). "Play Along – An Approach to Videogame Music" (http://www.gamestudies.org/0401/whalen/#_ednref13). Game Studies. Archived (https://web.archive.org/web/20061003122633/http://www.gamestudies.org/0401/whalen/#_ednref13) from the original on October 3, 2006. Retrieved March 29, 2008.
222. Sharon R. King (February 15, 1999). "Compressed Data; Can You Play 'Feelings' On the Ocarina?" (https://query.nytimes.com/gst/fullpage.html?res=9C00E0DE133AF936A25751C0A96F958260). *1UP.com*. Archived (https://web.archive.org/web/20080418021144/http://query.nytimes.com/gst/fullpage.html?res=9C00E0DE133AF936A25751C0A96F958260) from the original on April 18, 2008. Retrieved March 28, 2008.
223. "Top 100 games of all time" (https://web.archive.org/web/20040619211353/http://www.gamers.com/feature/egmtop100/index.jsp). *Gamers.com*. GX Media. Archived from the original (http://www.gamers.com/feature/egmtop100/index.jsp) on June 19, 2004.
224. Fran Mirabella III (October 25, 2000). "Legend of Zelda: Majora's Mask" (http://www.ign.com/articles/2000/10/26/legend-of-zelda-majoras-mask). *IGN*. Archived (https://web.archive.org/web/20121128052904/http://www.ign.com/articles/2000/10/26/legend-of-zelda-majoras-mask) from the original on November 28, 2012. Retrieved March 29, 2008.
225. "Summer 2006: Best. Series. Ever" (http://www.gamefaqs.com/features/contest/bse). *GameFAQs*. Archived (https://web.archive.org/web/20090606181323/http://www.gamefaqs.com/features/contest/bse) from the original on June 6, 2009. Retrieved September 23, 2007.
226. "Nintendo Switch software "The Legend of Zelda: Tears of the Kingdom" has sold over 10 million copies worldwide within three days of its release" (https://www.nintendo.co.jp/corporate/release/2023/230517.html). May 17, 2023. Retrieved May 17, 2023.
227. "Top Selling Title Sales Unit (Nintendo Switch)" (https://web.archive.org/web/20230509064614/https://www.nintendo.co.jp/ir/en/finance/software/index.html). *Nintendo*. Nintendo Co., Ltd. Archived from the original (https://www.nintendo.co.jp/ir/en/finance/software/index.html) on May 9, 2023. Retrieved February 9, 2025.
228. "Sales Data - Top Selling Title Sales Units" (https://www.nintendo.co.jp/ir/en/finance/software/index.html). *IR Information*. Nintendo. Retrieved February 9, 2025.
229. "Nine Months Financial Results Briefing for the Fiscal Year Ending March 2025 (Online) - Financial Results Explanatory Material (with Notes)" (https://www.nintendo.co.jp/ir/pdf/2025/250204_4e.pdf) (PDF). *Nintendo*. February 4, 2025. Retrieved February 9, 2025.

230. Nintendo of America (July 2, 2007). "Like Sands Through the Hourglass, Zelda's Debut on Nintendo DS Approaches" (https://web.archive.org/web/20150402140554/http://www.prnewswire.com/news-releases/like-sands-through-the-hourglass-zeldas-debut-on-nintendo-ds-approaches-52695757.html) (Press release). Redmond, WA: PR Newswire. Archived from the original (http://www.prnewswire.com/news-releases/like-sands-through-the-hourglass-zeldas-debut-on-nintendo-ds-approaches-52695757.html) on April 2, 2015. Retrieved March 2, 2015.
231. "Top Selling Old Nintendo Games" (https://web.archive.org/web/20100703050223/http://www.oldnintendogames.info/top-selling-old-nintendo-games/). Old Nintendo Games. Archived from the original (http://www.oldnintendogames.info/top-selling-old-nintendo-games/) on July 3, 2010. Retrieved October 6, 2010.
232. *Next Generation*. United States: Imagine Media. September 1996. p. 48.
233. "Top 50 Games of All Time". *Next Generation*. No. 50. Imagine Media. February 1999. p. 81.
234. Kennedy, Colin, "The Legend of Zelda: The Wind Waker Review" (http://www.empireonline.com/reviews/reviewcomplete.asp?GID=74) Archived (https://web.archive.org/web/20130921193358/http://www.empireonline.com/reviews/reviewcomplete.asp?GID=74) September 21, 2013, at the Wayback Machine, *Empire*.
235. "2nd Annual Interactive Achievement Awards" (https://web.archive.org/web/20020409010504/http://www.interactive.org/awards/IAA-2/winners.asp). Academy of Interactive Arts & Sciences. Archived from the original on April 9, 2002. Retrieved July 17, 2023.
236. "4th Annual Interactive Achievement Awards" (https://web.archive.org/web/20020409003037/http://www.interactive.org/awards/IAA-4/winners.asp). Academy of Interactive Arts & Sciences. Archived from the original on April 9, 2002. Retrieved July 17, 2023.
237. "7th Annual Interactive Achievement Awards" (https://web.archive.org/web/20040603030536/http://www.interactive.org/awards/IAA-7/winners.asp). Academy of Interactive Arts & Sciences. Archived from the original (http://www.interactive.org/awards/IAA-7/winners.asp) on June 3, 2004. Retrieved July 7, 2023.
238. "2007 Awards Category Details Overall Game of the Year" (https://www.interactive.org/awards/award_category_details.asp?idAward=2007&idGameAwardType=109). Academy of Interactive Arts & Sciences. Archived (https://web.archive.org/web/20220412135541/https://www.interactive.org/awards/award_category_details.asp?idAward=2007&idGameAwardType=109) from the original on April 12, 2022. Retrieved July 17, 2023.
239. "2012 Awards Category Details Game of the Year" (https://www.interactive.org/awards/award_category_details.asp?idAward=2012&idGameAwardType=65). Academy of Interactive Arts & Sciences. Archived (https://web.archive.org/web/20220413141048/https://www.interactive.org/awards/award_category_details.asp?idAward=2012&idGameAwardType=65) from the original on April 13, 2022. Retrieved July 17, 2023.
240. "2014 Awards Category Details Game of the Year" (https://www.interactive.org/awards/award_category_details.asp?idAward=2014&idGameAwardType=65). Academy of Interactive Arts & Sciences. Archived (https://web.archive.org/web/20220531160505/https://www.interactive.org/awards/award_category_details.asp?idAward=2014&idGameAwardType=65) from the original on May 31, 2022. Retrieved July 17, 2023.
241. "2018 Awards Category Details Game of the Year" (https://www.interactive.org/awards/award_category_details.asp?idAward=2018&idGameAwardType=65). Academy of Interactive Arts & Sciences. Archived (https://web.archive.org/web/20220531163522/https://www.interactive.org/awards/award_category_details.asp?idAward=2018&idGameAwardType=65) from the original on May 31, 2022. Retrieved July 17, 2023.
242. "27th Annual D.I.C.E. Awards Finalists Revealed" (https://www.interactive.org/awards/27th_dice_awards_finalists.asp). *interactive.org*. Academy of Interactive Arts & Sciences. Archived (https://web.archive.org/web/20240110225404/https://www.interactive.org/awards/27th_dice_awards_finalists.asp) from the original on January 10, 2024. Retrieved February 2, 2024.

243. "2018 Awards Category Details Game of the Year" (https://www.interactive.org/awards/award_category_details.asp?idAward=2018&idGameAwardType=65). Academy of Interactive Arts & Sciences. Archived (https://web.archive.org/web/20220531163522/https://www.interactive.org/awards/award_category_details.asp?idAward=2018&idGameAwardType=65) from the original on May 31, 2022. Retrieved July 17, 2023.
244. Houser, Dan (November 9, 2012). "Americana at Its Most Felonious: Q. and A.: Rockstar's Dan Houser on Grand Theft Auto V" (https://www.nytimes.com/2012/11/10/arts/video-games/q-and-a-rockstars-dan-houser-on-grand-theft-auto-v.html). *The New York Times* (Interview). Interviewed by Chris Suellentrop. Archived (https://web.archive.org/web/20121110091527/http://www.nytimes.com/2012/11/10/arts/video-games/q-and-a-rockstars-dan-houser-on-grand-theft-auto-v.html) from the original on November 10, 2012. Retrieved July 30, 2015.
245. "Rockstar's Sam Houser Mouths Off" (http://ign.com/articles/2001/09/10/rockstars-sam-houser-mouths-off). September 10, 2001. Archived (https://web.archive.org/web/20121108073851/http://www.ign.com/articles/2001/09/10/rockstars-sam-houser-mouths-off) from the original on November 8, 2012. Retrieved February 3, 2017.
246. Jonti Davies (March 2007). "Okami creator 'disappointed' by Twilight Princess" (http://www.joystiq.com/2007/03/06/okami-creator-disappointed-by-twilight-princess/). joystiq.com. Archived (https://web.archive.org/web/20131115124223/http://www.joystiq.com/2007/03/06/okami-creator-disappointed-by-twilight-princess/) from the original on November 15, 2013. Retrieved July 2, 2013.
247. Brandon, Alexander. "Interactive Composition Column 1.2" (http://www.iasig.org/pubs/interviews/eidosjh.shtml). IASIG. Archived (https://web.archive.org/web/20120214185917/http://www.iasig.org/pubs/interviews/eidosjh.shtml) from the original on February 14, 2012. Retrieved October 31, 2012.
248. Consalvo, Mia (April 8, 2016). *Atari to Zelda: Japan's Videogames in Global Contexts* (https://books.google.com/books?id=tH3TCwAAQBAJ&pg=PA203). MIT Press. ISBN 9780262034395. Archived (https://web.archive.org/web/20240817175917/https://books.google.com/books?id=tH3TCwAAQBAJ&pg=PA203#v=onepage&q&f=false) from the original on August 17, 2024. Retrieved April 7, 2020 – via Google Books.
249. Barton, Matt (2008). *Dungeons & Desktops: The History of Computer Role-Playing Games* (https://books.google.com/books?id=qPPRBQAAQBAJ&pg=PA182). A K Peters, Ltd. pp. 181–182, 212. ISBN 978-1-56881-411-7. Retrieved September 8, 2010.
250. "Dark Souls' grand vision" (https://web.archive.org/web/20120204210941/http://www.edge-online.com/features/dark-matters-0?page=2). *Edge*. Archived from the original (http://www.edge-online.com/features/dark-matters-0?page=2) on February 4, 2012. Retrieved July 13, 2016.
251. Mielke, James. " 'Dark Souls' Creator Miyazaki on 'Zelda', Sequels and Starting Out" (https://web.archive.org/web/20161005123700/http://www.rollingstone.com/culture/news/dark-souls-creator-miyazaki-on-zelda-sequels-w443435). *Rolling Stone*. Archived from the original (https://www.rollingstone.com/culture/news/dark-souls-creator-miyazaki-on-zelda-sequels-w443435) on October 5, 2016. Retrieved October 6, 2016.
252. Tim Rogers (October 25, 2005). "Shadow of the Colossus" (https://web.archive.org/web/20170221110345/http://archives.insertcredit.com/reviews/wanda/). *Insert Credit*. Archived from the original (https://archives.insertcredit.com/reviews/wanda/) on February 21, 2017. Retrieved February 24, 2022.
253. Hugh Langley. "Peter Molyneux's top five games of all time" (http://www.techradar.com/us/news/gaming/peter-molyneux-s-top-five-games-of-all-time-1176618). *TechRadar*. Archived (https://web.archive.org/web/20131031141228/http://www.techradar.com/us/news/gaming/peter-molyneux-s-top-five-games-of-all-time-1176618) from the original on October 31, 2013. Retrieved November 1, 2013.

254. Mahardy, Mike (February 19, 2016). "The Legacy of Zelda" (http://www.gamespot.com/articles/the-legacy-of-zelda/1100-6434921/). Archived (https://web.archive.org/web/20211024135923/https://www.gamespot.com/articles/the-legacy-of-zelda/1100-6434921/) from the original on October 24, 2021. Retrieved February 3, 2017.
255. Totilo, Stephen (March 4, 2013). "Yes, The New Assassin's Creed Is Like That Lovely Zelda Game" (https://kotaku.com/5988343/yes-the-new-assassins-creed-is-like-that-lovely-zelda-game). Archived (https://web.archive.org/web/20170214182657/http://kotaku.com/5988343/yes-the-new-assassins-creed-is-like-that-lovely-zelda-game) from the original on February 14, 2017. Retrieved February 14, 2017.
256. Episode #478 – The Witcher 3: Wild Hunt Interview with CD Projekt Red (http://www.gamertagradio.com/2015/04/episode-478-the-witcher-3-wild-hunt-interview-with-cd-projekt-red/) Archived (https://archive.today/20170611125104/http://www.gamertagradio.com/2015/04/episode-478-the-witcher-3-wild-hunt-interview-with-cd-projekt-red/) June 11, 2017, at archive.today (48:45)
257. Van Allen, Eric (October 26, 2017). "The *Zelda* Ghost Story That Helped Define Creepypasta" (https://kotaku.com/the-zelda-ghost-story-that-helped-define-creepypasta-1819883645). Kotaku. Archived (https://web.archive.org/web/20200809065454/https://kotaku.com/the-zelda-ghost-story-that-helped-define-creepypasta-1819883645) from the original on August 9, 2020. Retrieved May 1, 2020.
258. "Final Fantasy XV inspired by Zelda: Ocarina of Time" (https://www.psu.com/news/final-fantasy-xv-inspired-by-zelda-ocarina-of-time/). *PlayStation Universe*. April 2016. Archived (https://web.archive.org/web/20220815165735/https://www.psu.com/news/final-fantasy-xv-inspired-by-zelda-ocarina-of-time/) from the original on August 15, 2022. Retrieved May 9, 2021.
259. Hawkins, Matthew. "So Maybe We'll Get Link In 'SoulCalibur 2 HD Online' After All" (https://web.archive.org/web/20170223042944/http://www.mtv.com/news/2468217/so-maybe-well-get-link-in-soulcalibur-2-hd-online-after-all/). *MTV News*. Archived from the original (http://www.mtv.com/news/2468217/so-maybe-well-get-link-in-soulcalibur-2-hd-online-after-all/) on February 23, 2017. Retrieved February 22, 2017.
260. Plunkett, Luke (August 26, 2014). "Zelda, Animal Crossing Coming to Mario Kart 8" (https://kotaku.com/zelda-f-zero-coming-to-mario-kart-8-1627150730). Kotaku. Archived (https://web.archive.org/web/20140827110659/http://kotaku.com/zelda-f-zero-coming-to-mario-kart-8-1627150730) from the original on August 27, 2014. Retrieved August 26, 2014.
261. McWhertor, Michael (July 19, 2018). "Mario Kart 8 Deluxe update adds Link from Breath of the Wild" (https://www.polygon.com/2018/7/19/17593958/mario-kart-8-deluxe-update-link-zelda-breath-of-the-wild-nintendo-switch). *Polygon*. Archived (https://web.archive.org/web/20221020094545/https://www.polygon.com/2018/7/19/17593958/mario-kart-8-deluxe-update-link-zelda-breath-of-the-wild-nintendo-switch) from the original on October 20, 2022. Retrieved December 29, 2020.
262. Otero, Jose (March 26, 2014). "Sonic Lost World's Zelda Crossover" (https://web.archive.org/web/20140326172633/http://www.ign.com/articles/2014/03/26/sonic-lost-worldas-zelda-crossover). *IGN*. Archived from the original (http://www.ign.com/articles/2014/03/26/sonic-lost-worldas-zelda-crossover) on March 26, 2014. Retrieved March 26, 2013.
263. Mackey, Bob (June 20, 2016). "The Legend of Zelda's Only Cartoon Aspired to Competence in a Landscape of Trash" (https://web.archive.org/web/20201003174306/https://www.usgamer.net/articles/the-legend-of-zeldas-only-cartoon-aspired-to-competence-in-a-landscape-of-trash). *USGamer*. Archived from the original (https://www.usgamer.net/articles/the-legend-of-zeldas-only-cartoon-aspired-to-competence-in-a-landscape-of-trash) on October 3, 2020. Retrieved December 16, 2020.
264. Burge, Braeden (July 23, 2020). "The Legend of Zelda Cartoon's Link Is the BEST Link" (https://www.cbr.com/the-legend-of-zelda-cartoon-link-best-link/). *CBR*. Archived (https://web.archive.org/web/20201201113918/https://www.cbr.com/the-legend-of-zelda-cartoon-link-best-link/) from the original on December 1, 2020. Retrieved December 16, 2020.

265. "We Need a New 'Legend of Zelda' Cartoon" (https://www.wired.com/2020/07/geeks-guide-new-zelda-cartoon/). *Wired*. July 3, 2020. Archived (https://web.archive.org/web/20201115235139/https://www.wired.com/2020/07/geeks-guide-new-zelda-cartoon/) from the original on November 15, 2020. Retrieved December 16, 2020.
266. Plunkett, Luke (February 22, 2011). "Remembering Possibly The Worst Thing Zelda Ever Did" (https://kotaku.com/remembering-possibly-the-worst-thing-zelda-ever-did-5766645). *Kotaku*. Archived (https://web.archive.org/web/20200927101428/https://kotaku.com/remembering-possibly-the-worst-thing-zelda-ever-did-5766645) from the original on September 27, 2020. Retrieved December 16, 2020.
267. Scullion, Chris (September 21, 2019). "Feature: 10 Strangest Moments In Captain N: The Game Master" (https://www.nintendolife.com/news/2019/09/feature_10_strangest_moments_in_captain_n_the_game_master). *Nintendo Life*. Archived (https://web.archive.org/web/20201108170220/https://www.nintendolife.com/news/2019/09/feature_10_strangest_moments_in_captain_n_the_game_master) from the original on November 8, 2020. Retrieved December 16, 2020.
268. Fritz, Ben (February 6, 2015). "Netflix Is Developing a Live-Action 'Legend of Zelda' Series" (https://web.archive.org/web/20150208115920/https://www.wsj.com/articles/BL-SEB-86552). *Wall Street Journal*. Archived from the original (https://www.wsj.com/articles/BL-SEB-86552) on February 8, 2015. Retrieved February 2, 2021.
269. Conditt, Jessica (February 2, 2021). "A Netflix employee accidentally killed Nintendo's live-action Zelda series" (https://www.engadget.com/zelda-netflix-live-action-show-leak-rumor-184755257.html). *Engadget*. Archived (https://web.archive.org/web/20210202185108/https://www.engadget.com/zelda-netflix-live-action-show-leak-rumor-184755257.html) from the original on February 2, 2021. Retrieved February 2, 2021.
270. Max, Josh. "Dark Horse Comics Localizing Hyrule Historia" (http://www.nintendoworldreport.com/news/31361). Nintendo World Report. Archived (https://web.archive.org/web/20120818010613/http://www.nintendoworldreport.com/news/31361) from the original on August 18, 2012. Retrieved August 19, 2012.
271. McMillan, Graeme. "Amazon suffers 'Hyrule Historia' hysteria" (http://www.digitaltrends.com/gaming/amazon-suffers-hyrule-historia-hysteria/). Digital Trends. Archived (https://web.archive.org/web/20120818191613/http://www.digitaltrends.com/gaming/amazon-suffers-hyrule-historia-hysteria/) from the original on August 18, 2012. Retrieved August 19, 2012.
272. McWhertor, Michael (August 22, 2016). "Dark Horse publishing new The Legend of Zelda art book in 2017" (http://www.polygon.com/2016/8/22/12586322/dark-horse-the-legend-of-zelda-art-artifacts-book). *Polygon*. Vox Media. Archived (https://web.archive.org/web/20160822191520/http://www.polygon.com/2016/8/22/12586322/dark-horse-the-legend-of-zelda-art-artifacts-book) from the original on August 22, 2016. Retrieved August 22, 2016.
273. Casey (December 18, 2016). "The Legend of Zelda's Hyrule Encyclopedia Revealed For The Series' 30th Anniversary" (http://www.siliconera.com/2016/12/18/legend-zeldas-hyrule-encyclopedia-revealed-series-30th-anniversary/). *Siliconera*. Archived (https://web.archive.org/web/20161220025122/http://www.siliconera.com/2016/12/18/legend-zeldas-hyrule-encyclopedia-revealed-series-30th-anniversary/) from the original on December 20, 2016. Retrieved December 18, 2016.
274. "The Legend of Zelda: Art and Artifacts Art Book Is Getting A Limited Edition" (http://www.siliconera.com/2017/01/10/legend-zelda-art-artifacts-art-book-getting-limited-edition/). *Siliconera*. January 10, 2017. Archived (https://web.archive.org/web/20170111153856/http://www.siliconera.com/2017/01/10/legend-zelda-art-artifacts-art-book-getting-limited-edition/) from the original on January 11, 2017. Retrieved January 10, 2017.
275. "Interview with WDR Radio Orchestra Manager Winfried Fechner Part 1" (https://web.archive.org/web/20130627070438/http://www.squareenixmusic.com/features/interviews/winfriedfechner.shtml). Square Enix Music Online. March 2010. Archived from the original (http://www.squareenixmusic.com/features/interviews/winfriedfechner.shtml) on June 27, 2013. Retrieved March 2, 2015.

276. "Symphonic Legends Program Announcement" (https://web.archive.org/web/20110727233113/http://www.squareenixmusic.com/musicnews2.php?subaction=showfull&id=1284310491&archive=&start_from=&ucat=8&). Square Enix Music Online. September 2010. Archived from the original (http://www.squareenixmusic.com/musicnews2.php?subaction=showfull&id=1284310491&archive=&start_from=&ucat=8&) on July 27, 2011. Retrieved September 14, 2010.
277. "More dates revealed for 'Legend of Zelda' symphony tour" (http://content.usatoday.com/communities/gamehunters/post/2012/01/more-dates-revealed-for-legend-of-zelda-symphony-tour/1#.T473hdUkEik). *USA Today*. January 5, 2012. Archived (https://web.archive.org/web/20120303153040/http://content.usatoday.com/communities/gamehunters/post/2012/01/more-dates-revealed-for-legend-of-zelda-symphony-tour/1#.T473hdUkEik) from the original on March 3, 2012. Retrieved April 18, 2012.
278. "Zelda Symphony" (http://zelda-symphony.com/schedule). *zelda-symphony.com*. Archived (https://web.archive.org/web/20120419030305/http://www.zelda-symphony.com/schedule) from the original on April 19, 2012. Retrieved April 18, 2012.
279. Dennison, Kara (December 16, 2016). "Legend of Zelda" 30th Anniversary Concert Coming to DVD and CD" (http://www.crunchyroll.com/anime-news/2016/12/16/legend-of-zelda-30th-anniversary-concert-coming-to-dvd-and-cd). *Crunchyroll*. Archived (https://web.archive.org/web/20161217113349/http://www.crunchyroll.com/anime-news/2016/12/16/legend-of-zelda-30th-anniversary-concert-coming-to-dvd-and-cd) from the original on December 17, 2016. Retrieved December 16, 2016.
280. Whitehead, Thomas (August 3, 2014). "The Legend of Zelda Monopoly Dated for 15th September in US" (http://www.nintendolife.com/news/2014/08/the_legend_of_zelda_monopoly_dated_for_15th_september_in_us). *Nintendo Life*. Archived (https://web.archive.org/web/20140806014802/http://www.nintendolife.com/news/2014/08/the_legend_of_zelda_monopoly_dated_for_15th_september_in_us) from the original on August 6, 2014. Retrieved August 4, 2014.
281. "The Legend of Zelda Clue Board Game Is Now Available for Pre-Order" (https://web.archive.org/web/20170430025223/http://www.dualshockers.com/2017/04/28/the-legend-of-zelda-clue-board-game-pre-order/). Dual Shockers. Archived from the original (http://www.dualshockers.com/2017/04/28/the-legend-of-zelda-clue-board-game-pre-order/) on April 30, 2017. Retrieved April 28, 2017.
282. "An Official Legend of Zelda Uno Set Is Coming To North America This Week" (http://www.nintendolife.com/news/2018/02/an_official_legend_of_zelda_uno_set_is_coming_to_north_america_this_week). *Nintendo Life*. February 12, 2018. Archived (https://web.archive.org/web/20180212131614/http://www.nintendolife.com/news/2018/02/an_official_legend_of_zelda_uno_set_is_coming_to_north_america_this_week) from the original on February 12, 2018. Retrieved February 12, 2018.
283. "Limited Edition The Legend of Zelda 25th Anniversary 3DS" (https://web.archive.org/web/20120109075543/http://ebgames.com.au/3ds-154303-Limited-Edition-The-Legend-of-Zelda-25th-Anniversary-3DS-Nintendo-3DS). Archived from the original (http://ebgames.com.au/3ds-154303-Limited-Edition-The-Legend-of-Zelda-25th-Anniversary-3DS-Nintendo-3DS) on January 9, 2012. Retrieved March 2, 2015.
284. Vejvoda, Jim (August 4, 2013). "Footage From the Unproduced Legend of Zelda CG-Animated Movie" (https://www.ign.com/articles/2013/08/05/footage-from-the-unproduced-legend-of-zelda-cg-animated-movie). *IGN*. Archived (https://web.archive.org/web/20190806212239/https://www.ign.com/articles/2013/08/05/footage-from-the-unproduced-legend-of-zelda-cg-animated-movie) from the original on August 6, 2019. Retrieved August 6, 2019.
285. "You Might Need Your 3DS If There's Ever A Legend of Zelda Movie" (https://kotaku.com/if-nintendo-made-a-legend-of-zelda-film-itd-change-w-1445606313). Kotaku. October 15, 2013. Archived (https://web.archive.org/web/20131108153945/http://kotaku.com/if-nintendo-made-a-legend-of-zelda-film-itd-change-w-1445606313) from the original on November 8, 2013. Retrieved November 1, 2013.

286. "Nintendo wants to "change movies" with an interactive Zelda film" (http://www.gamesindustry.biz/articles/2013-10-16-nintendo-wants-an-interactive-zelda-film). GamesIndustry. October 16, 2013. Archived (https://web.archive.org/web/20131102092928/http://www.gamesindustry.biz/articles/2013-10-16-nintendo-wants-an-interactive-zelda-film) from the original on November 2, 2013. Retrieved November 1, 2013.
287. Bonomolo, Cameron (June 8, 2023). "Legend of Zelda Movie: Universal Reportedly Nearing Deal for Next Nintendo Project" (https://comicbook.com/gaming/news/legend-of-zelda-movie-nintendo-universal-illumination-development/). *ComicBook*. Archived (https://web.archive.org/web/20230614180904/https://comicbook.com/gaming/news/legend-of-zelda-movie-nintendo-universal-illumination-development/) from the original on June 14, 2023. Retrieved June 13, 2023.
288. "Mario Movie Producer Denies Legend Of Zelda Film Rumours" (https://www.nintendolife.com/news/2023/06/mario-movie-producer-denies-legend-of-zelda-film-rumours). *Nintendo Life*. June 15, 2023. Archived (https://web.archive.org/web/20231108032316/https://www.nintendolife.com/news/2023/06/mario-movie-producer-denies-legend-of-zelda-film-rumours) from the original on November 8, 2023. Retrieved June 15, 2023.
289. D'Alessandro, Anthony (November 7, 2023). " 'Legend Of Zelda' Live-Action Pic In Works At Sony With Wes Ball Directing, Nintendo Co-Financing" (https://deadline.com/2023/11/legend-of-zelda-movie-wes-ball-1235596216/). *Deadline Hollywood*. Archived (https://web.archive.org/web/20231107222516/https://deadline.com/2023/11/legend-of-zelda-movie-wes-ball-1235596216/) from the original on November 7, 2023. Retrieved November 7, 2023.
290. Shanfeld, Ethan (November 7, 2023). " 'Legend of Zelda' Live-Action Film in Development From Nintendo and 'Maze Runner' Director Wes Ball" (https://variety.com/2023/film/news/zelda-movie-nintendo-wes-ball-1235783308/). *Variety*. Archived (https://web.archive.org/web/20231107221827/https://variety.com/2023/film/news/zelda-movie-nintendo-wes-ball-1235783308/) from the original on November 7, 2023. Retrieved November 7, 2023.
291. Gerblick, Jordan (November 11, 2023). "Tears of the Kingdom's Zelda actor says "of course" she wants to reprise her role for the live-action movie" (https://www.gamesradar.com/tears-of-the-kingdoms-zelda-actor-says-of-course-she-wants-to-reprise-her-role-for-the-live-action-movie/). *GamesRadar+*. Archived (https://web.archive.org/web/20231115050437/https://www.gamesradar.com/tears-of-the-kingdoms-zelda-actor-says-of-course-she-wants-to-reprise-her-role-for-the-live-action-movie/) from the original on November 15, 2023. Retrieved November 15, 2023.
292. Ritman, Alex (June 17, 2024). "Sony Teases Quentin Tarantino's Final Film, The Beatles Movies and Live-Action Zelda at CineEurope Presentation" (https://variety.com/2024/film/global/sony-cineeurope-the-beatles-zelda-quentin-tarantino-1236039944/). *Variety*. Penske Media Corporation. Archived (https://web.archive.org/web/20240817180028/https://variety.com/2024/film/global/sony-cineeurope-the-beatles-zelda-quentin-tarantino-1236039944/) from the original on August 17, 2024. Retrieved June 17, 2024.
293. "Hunter Schafer Says Playing Zelda in Nintendo's Live-Action Movie Would Be 'So Cool' Amid Fan Casting Buzz" (https://variety.com/2023/film/news/hunter-schafer-zelda-movie-fan-casting-1235785810/#!). *Variety*. November 9, 2023. Archived (https://web.archive.org/web/20231120212303/https://variety.com/2023/film/news/hunter-schafer-zelda-movie-fan-casting-1235785810/#!) from the original on November 20, 2023. Retrieved November 20, 2023.
294. Yin-Poole, Wesley (March 28, 2025). "Nintendo Uses Its New App to Announce the Release Date of the Live-Action the Legend of Zelda Movie" (https://www.ign.com/articles/nintendo-uses-its-new-app-to-announce-the-release-date-of-the-live-action-the-legend-of-zelda-movie). *IGN*. Retrieved March 28, 2025.

Works cited

- "ZELDA: The Second Quest Begins". *Nintendo Power*. Vol. 1. July–August 1988. pp. 26–36.

External links

- Official website (http://www.zelda.com/)

Retrieved from "https://en.wikipedia.org/w/index.php?title=The_Legend_of_Zelda&oldid=1285540157"